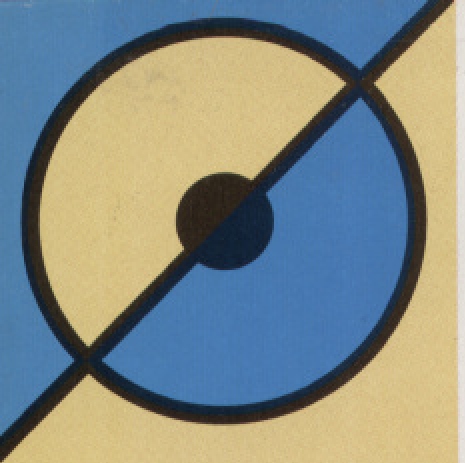


THE ONE AMIGA
BRITAIN'S BIGGEST & BEST AMIGA GAMES MAG
October 1993 £3.75
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THEY CAN DO THIS? ON AN A500?
Yes, it's true! And you can read all about it inside...
SIMPLY THE BEST!
Space Hulk! Alfred Chicken! Burning Rubber! The finest demos you'll find anywhere!
What, no disk? Ask the newsagent!
What, no disk? Ask the newsagent!
BEAT IT!
Watch out, Street Fighter 2! Mortal Kombat is coming your way - and we've got the first Amiga screenshots to prove it!
HAVE WE GOT REVIEWS FOR YOU!
Jurassic Park, Space Hulk, Micro Machines, Blastar, D-Hero and... er... Thomas the Tank Engine are just a few of the games ripped apart and rated!



conte

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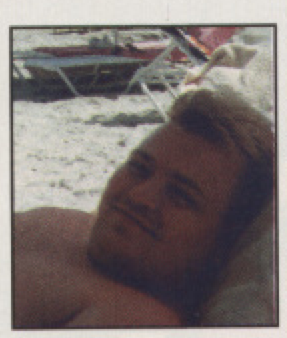
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Coverdisks compiled by Grants Computing - and what a good job he does, too.

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As Gary Glitter sang: "Good to be back, good to be back..."



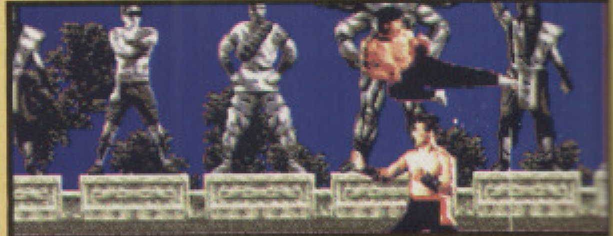
I've just got back from holiday. In the Carribean. Yes, really. Who said that this job didn't pay well? (It was probably me, actually.) But, of course, every day's a holiday on The One, especially when the issue's as stuffed chock full o' goodies as this one. I won't bore you by going into details about all the brilliant stuff this month (I'll let Simon do that on the rest of this page) but, suffice to say, it got me so excited (after I got back from my holiday in the Carribean) I had to delegate all my work to Matt and meditate for five days. It's been a bit of a top month all round, actually. As well as going on holiday (in the Carribean), my sister got married - congratulations, Julie and Peter! - and I did a spot on Steve Wright In The Afternoon on Wun 'Ef-Em', talking about the games on show at this year's ECTS. My dream of becoming a global media megastar has been fulfilled...

DAVID UPCHURCH, EDITOR.

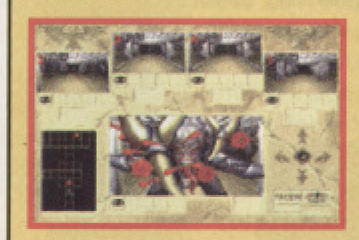
P.S. Did I mention that I'd been on holiday? In the Carribean?

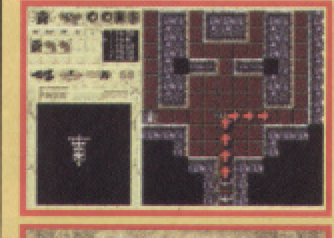


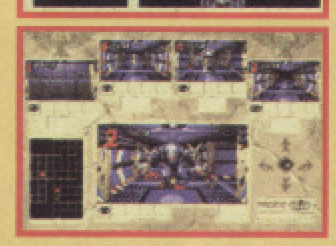




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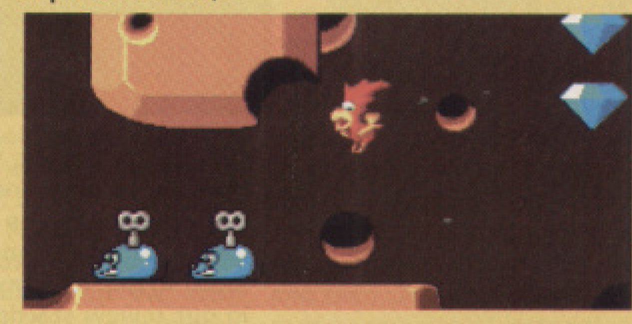




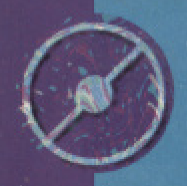


GAMES FEATURED IN THIS ISSUE

ON THE DISKS...
What are you waiting for? Come on - the best demo ever is just dying to consume you (and we mean that quite literally). Enjoy the delights of Space Hulk (a 91%-er if ever I saw one), along with a quite superb slice of Alfred Chicken 'n' chips (rated 86%) and Burning Rubber (which scored an almost-impressive 78%).



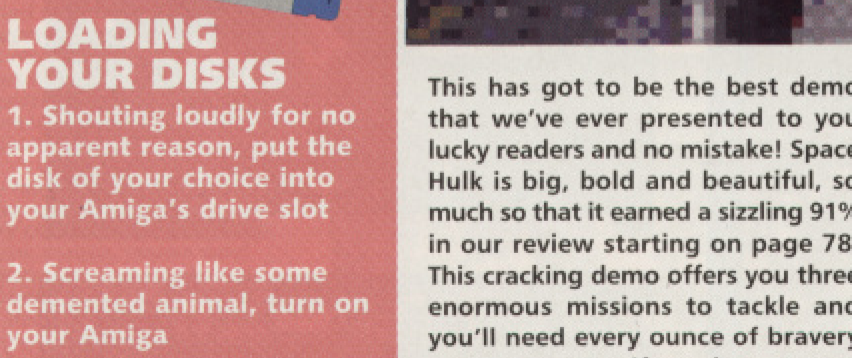




BOOT SECTOR

SPACE HULK
Electronic Arts (1Mb only)

WARNING!
As you complete each Space Hulk mission your progress is saved onto the disk. You are thus advised to make a copy of the disk before you start playing to avoid the risk of corrupting the disk. We cannot replace any coverdisks damaged during play.

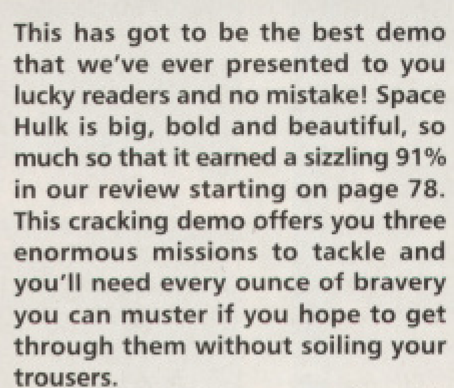


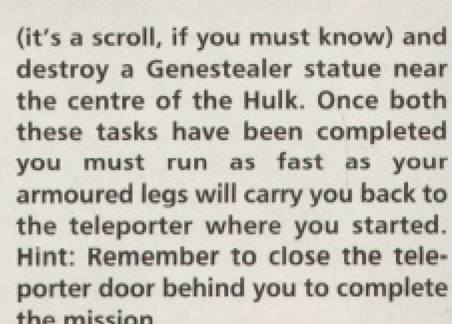


LOADING YOUR DISKS
1. Shouting loudly for no apparent reason, put the disk of your choice into your Amiga's drive slot

2. Screaming like some demented animal, turn on your Amiga

3. Spitting at anyone in the room, make your choice using the function keys and play the demo.





This has got to be the best demo that we've ever presented to you lucky readers and no mistake! Space Hulk is big, bold and beautiful, so much so that it earned a sizzling 91% in our review starting on page 78. This cracking demo offers you three enormous missions to tackle and you'll need every ounce of bravery you can muster if you hope to get through them without soiling your trousers.

You take on the commanding role as you lead your squad of Terminators through the maze-like interiors of three Space Hulk starships. Each mission will ask you to perform various tasks, such as sealing off specified areas of the ship, torching certain rooms and - hoorah! - killing as many of the evil alien Genestealers as you can lay your Storm Bolter rifle on. I'll explain the control system in just a minute but first, let's have a look at the missions.

MISSION ONE: You control a lone Terminator with two objectives: locate and collect a special object (it's a scroll, if you must know) and destroy a Genestealer statue near the centre of the Hulk. Once both these tasks have been completed you must run as fast as your armoured legs will carry you back to the teleporter where you started. Hint: Remember to close the teleporter door behind you to complete the mission.

MISSION TWO: You now control



A great honour has once again befallen Matt Broughton and, to be quite frank, he's not worthy. The month of October has many stunning elements that take it into The Hall Of Great Months, but best of all is October's Boot Sector. Not one, but two fat, hot and pulsing disks are just waiting to be allowed onto your screen. Ah, the smell of it.



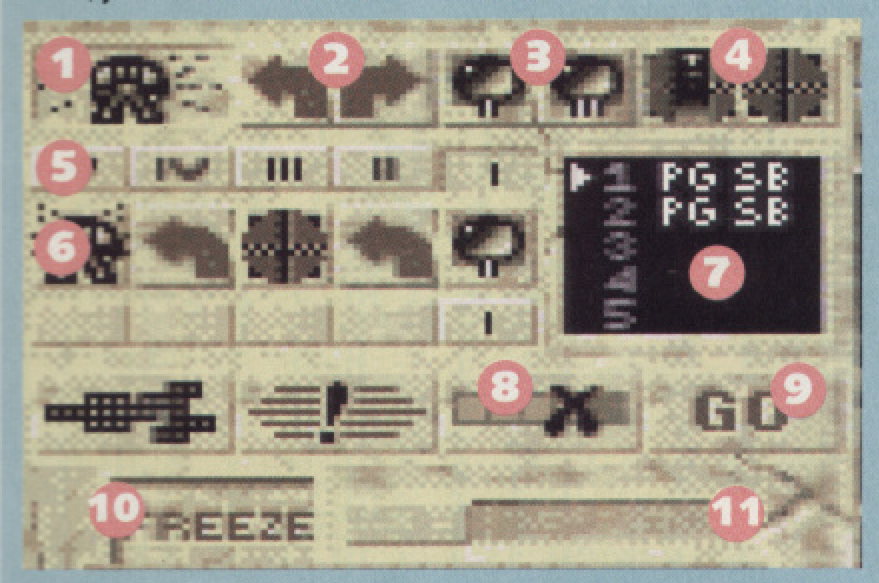
DISK A
SPACE HULK



DISK B
ALFRED CHICKEN
BURNING RUBBER

GIVING ORDERS

The planning screen allows you to give set orders to each Terminator in advance by laying down icons in the order that you want them to be executed. If you want to interrupt these orders at any time, just enter freeze-time and cancel the unfinished orders.



1 If this icon shows lines radiating from the Terminator this means he is in the standard 'Overwatch' mode, meaning he'll attempt to shoot anything crossing his line of sight. Click here to toggle Overwatch on and off.

2 Click here with the LMB to make the Terminator turn 90° to the left or with the RMB to make the Terminator turn 90° to the right.

3 Click here with the LMB to make the Terminator use his primary weapon (typically the Power Glove) or with the RMB to make the Terminator use his secondary weapon (usually a Storm Bolter or Flamer). After selecting either of these you'll need to click on the large map to specify a direction to punch or fire in.

4 Click here with the LMB to male the Terminator open a closed door or with the RMB to make the Terminator close an opened door. After selecting either of these you'll need to select the door to act on by clicking on it on the large map.

5 If you have ordered your Terminator to fire a weapon, click here to select how many times they'll shoot.

6 This show the orders given so far. You can give up to a maximum of five at any one time.

7 This shows the Terminators available plus the weapons they're carrying. The Terminator being currently ordered is indicated by an arrow.

8 Click on this to erase the last order given.

9 If using the planning screen in real-time click here to execute the orders, otherwise they will be executed once you leave freeze-time.

10 Click here to toggle between freeze-time and real-time.

11 This bar indicates how much freeze-time you've got left to plan your moves.

two Terminators and have the simple task of sealing off the centres of Genestealer activity by closing the four open doors leading to the corner sections of the Hulk. Hint: Stay alert for intense alien activity. Oh, and don't get killed.

MISSION THREE: This is the real test for any man who reckons he's tough! You are now in control of a full five-man squad and must get the two Terminators armed with flame throwers up to the high-lighted areas on the map so that they can cleanse them with a purifying blast of fire. Good luck (and, believe me, you'll bloody need it!) Hint: Protect the guys with flame throwers - if they die you can't complete the mission!

The control system will probably seem complicated in description but is actually very easy to use in practice. The main thing to come to terms with is the use of real-time and freeze-time. By clicking on the 'Freeze' icon, you can stop the action and rethink your general strategies as well as make use of the planning screen. There's a bar beneath the Freeze icon which shows you how long you're allowed to use this option before you're plunged back into real-time. The bar grows the longer you brave it in real-time.

The standard screen shows you the first-person view of all the Terminators currently in play. Each Terminator's identity number and the weapons they hold are shown in the corner of each window (PG stands for Power Glove, SB stands for Storm Bolter rifle and FL stands for Flame Thrower). You only have full control over the Terminator in the main viewing window. You can, however, make any of the other Terminators fire their weapon by clicking on their small viewing window with the left mouse button (LMB). To bring a different Terminator under your control click on their window with the right mouse button (RMB).

You can move the Terminator shown in the main window in one of three ways, either by clicking on the arrows to the right of the window, by tapping the keyboard cursor keys or by moving the mouse pointer to the edges of the window and clicking with the LMB when the pointer changes to the correct movement icon. Clicking with the LMB while the pointer is in the middle of the window will activate the Terminator's range weapon. Don't go too mad or the weapon may jam for a few seconds. Holding down both mouse buttons activates the Terminator's Power Glove which is useful for close-range combat but a bit random in its effectiveness.

There are a few other things you can do on this screen that you ought to know about. Doors, for example. Normally these are shut but they'll open as soon as you go to walk through them. To close them again (which you'll need to do in Mission 2) click on the right-hand side of the door frame using the RMB. Also, objects; click over them with the RMB to pick them up.

The bottom-left area of the screen shows an overhead scan of the immediate area - click on it with the RMB to access the planning screen. Here you'll find a large overhead map showing all the Terminators, Genestealers and doors. To scroll around the map use the cursors keys or click and drag the square on the small-scale map of the Space Hulk.

On the planning screen you can give orders to your boys which they'll carry out in real-time. To do this select a Terminator by clicking on them (they should start flashing) and then click on the order icons to give a sequence of instructions (see panel). To set your man wandering, click on the desired destination and the course should be plotted in arrows across the floor - the same applies to weapon targeting.

I know it sounds confusing, but have a bash and it should all fall into place.

ALFRED CHICKEN

Mindscape

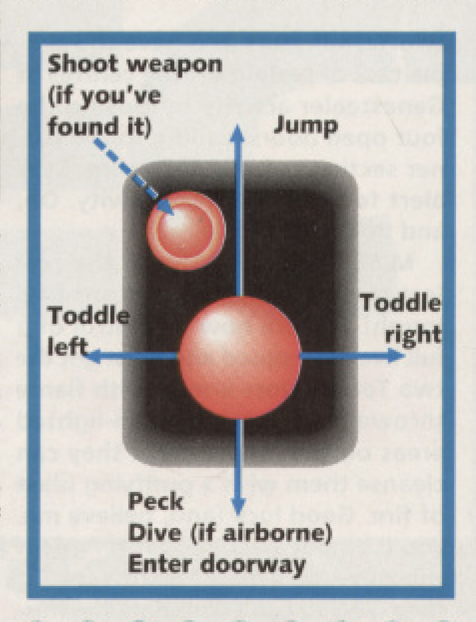


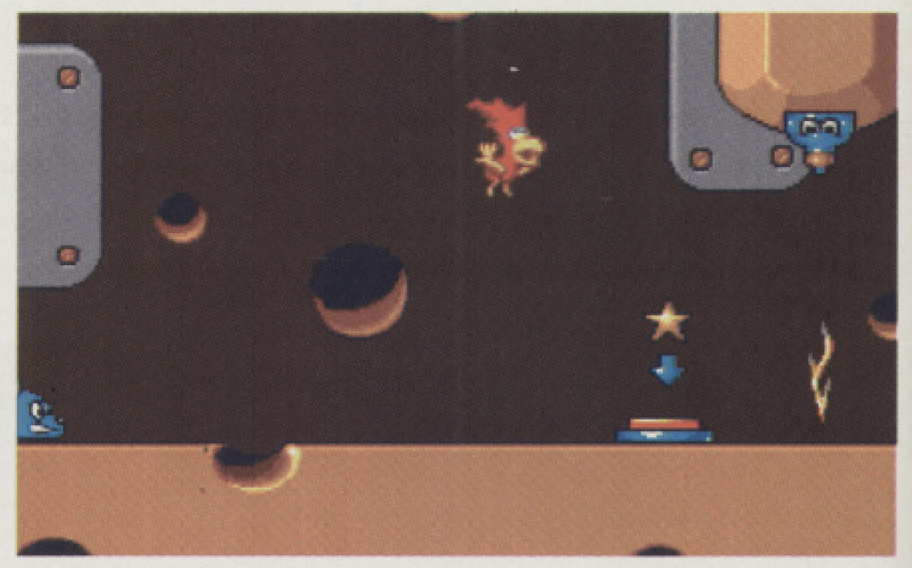


Hold on to your lunch 'cause here comes another superb demo, this time in the form of the excellent Alfred Chicken platform romp. If you read last month's WIP on Alfred you'll no doubt be aware that this is one of the simplest, most fun-packed platformers that we've seen for quite some while, and you are now in a position to sample some of those Alfred moments in the comfort of your own home.

Your objective in this one-level demo is quite simple - release all the balloons by pecking at them, while staying alive and picking up as many bonus diamonds as possible in the given time limit.

Most of the enemies come in the form of mice and can be easily disposed of by jumping above them and then pulling down so that you dive on top of them. You'll need to make use of moving platforms and doorways (open mouths) to get to all the screens in this demo and will also need to make some platforms solid by finding the correct switch. Springs can also help Alfred reach otherwise inaccessible heights in his quest for diamonds and treats.





Another thing that must be brought to your attention is that this game is brimming with hidden rooms and extra bonuses, so don't be afraid to jump at seemingly solid walls or jump through the top of the screen as you search for these hidden beauties. Also, make good use of the weapon should you find it!

Once you've collected all the balloons on the level, you will be transported to a bonus stage where you must collect all the floating packages on your flight to the flower at the top, who will then dish out any bonuses that you've qualified for.

There really isn't a lot more to say about this and chances are that it's already loaded up so tar and feather your sister and get down to some good old-fashioned platform fun!

MY DISK APPEARS TO BE BROKEN!

Due to the huge number of duplicate disks made, the occasional disk gets a bit bodged. We're very sorry if you've got one of these but don't despair, help is here. Whatever you do DON'T SEND THEM TO US! Instead, send them off to this address with a SAE for 28p:

The One Coverdisk Returns,
PC Wise,
Dowlais Top Business Park,
Dowlais, Merthyr Tydfil,
Mid Glamorgan CF48 2YY.

Once you've done this you can sit back and wait for your replacement disk to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10:30am and 12:30pm on weekdays.

BURNING RUBBER

Ocean

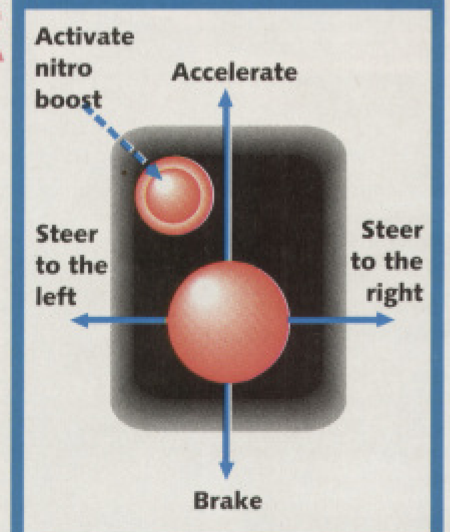
Thank god we've just got the three demos this month because, to be quite frank, I can't think of many more ways of describing just how excited we are here at The One! No, honest guv'. You see, our special mates down at Ocean have bestowed upon us a demo of their latest release Burning Rubber so it's time again for me to ask you, the reader, to put on your asbestos pants and party.

This course is one of the night races from the game and is set against a backdrop of the bright lights of Las Vegas. You have to get around this track as swiftly as your little tyres will let you, whilst trying to avoid the other drivers, not to mention the off-track obstacles. As you may well expect, any collisions register on your damage-o-meter and, if it should get to 100%, it's time to walk half-a-mile down the road and call for that nice man in the yellow van to come and tow you home.

Before you actually race you need to plot out your preferred driving route on the overall map. You do this by selecting one of the available directions shown by the arrows on the right, at which point a little dotted line will show where it will take you. If you're happy with the route, press Fire and move on to the next section. Basically you just do this until you've planned a way to the end and - ahoy! - you're off.



You have three nitro boosts at your disposal which you can call into play with a tap on the fire button. You'll also find every now and then that a huge arrow will appear in mid air - this is to tell you when one of the major junctions is coming up so slow down and get ready to turn. If you miss any of the turnings you'll find yourself bombing off in completely the wrong direction. Not a good idea incidentally.



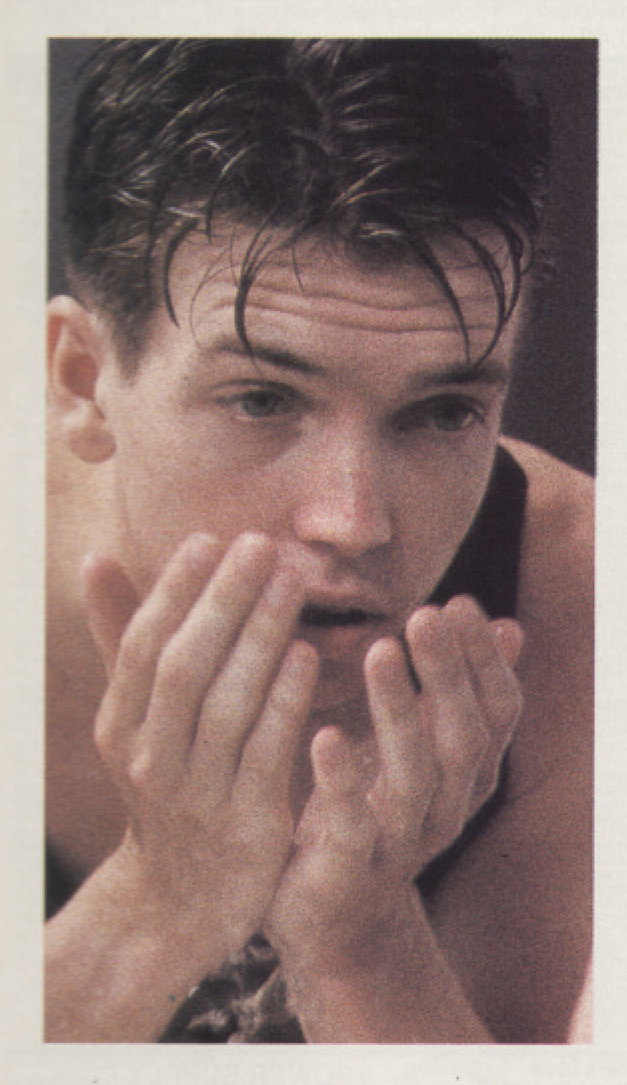
This demo will only allow you to play for a set amount of time so don't hang around for too long and don't forget to clunk-click every trip (as Jimmy Saville O.B.E. says).

The Small Print Bit.

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YOU WON'T SEE ME WITH SPOTS.





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It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

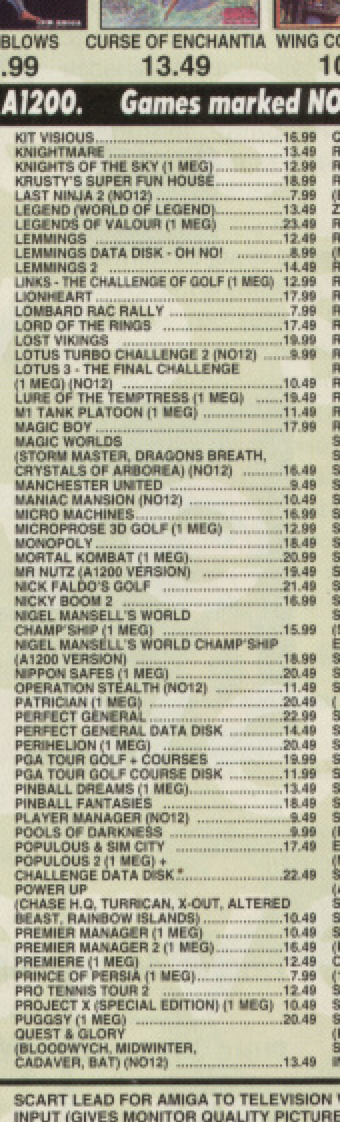
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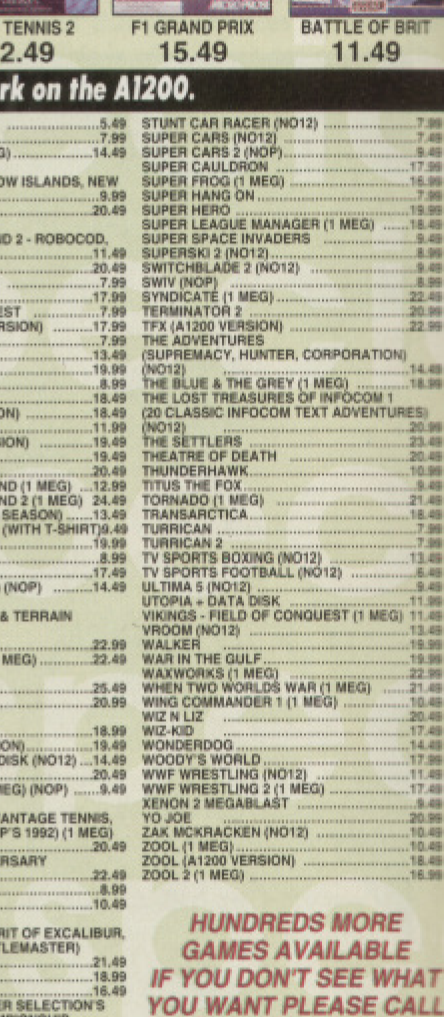


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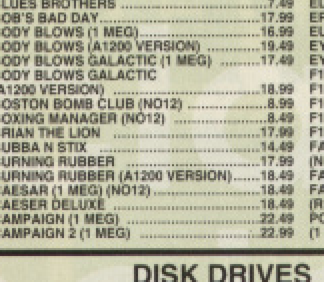
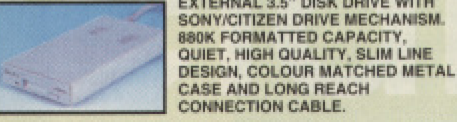
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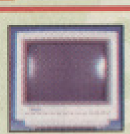
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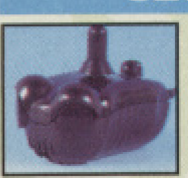
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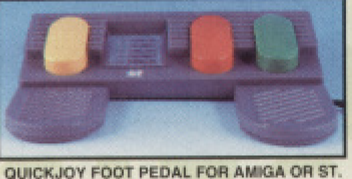


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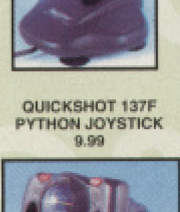
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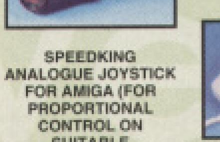


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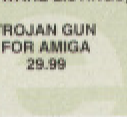
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NEWS

MERRY CHRISTMAS FROM RENEGADE



There's going to be very little time for skiing holidays and snowball fights for the boys and girls at Renegade this winter, as the London-based publisher has lined up its most hectic release schedule ever for the next few months.

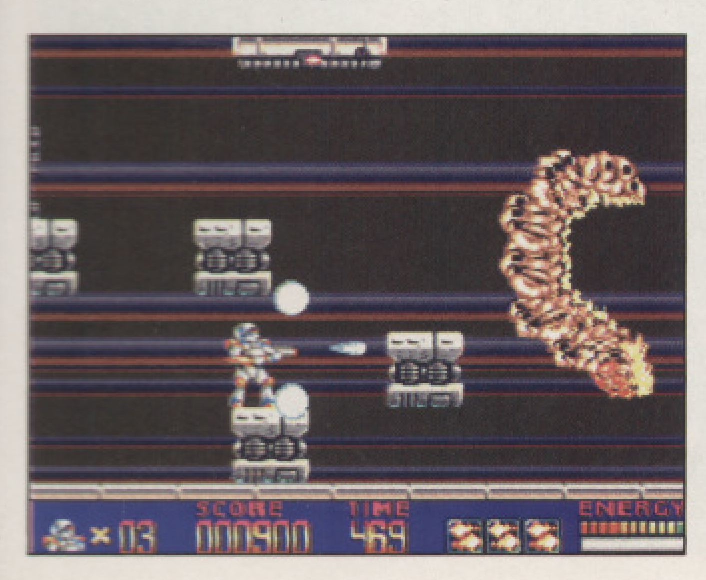
First off the blocks will be Andrew Braybrook's long-awaited Uridium 2. The classic gameplay should be known to you all by now, but what may not be known are some of the technical flourishes which Mr. Braybrook has found the time to introduce.

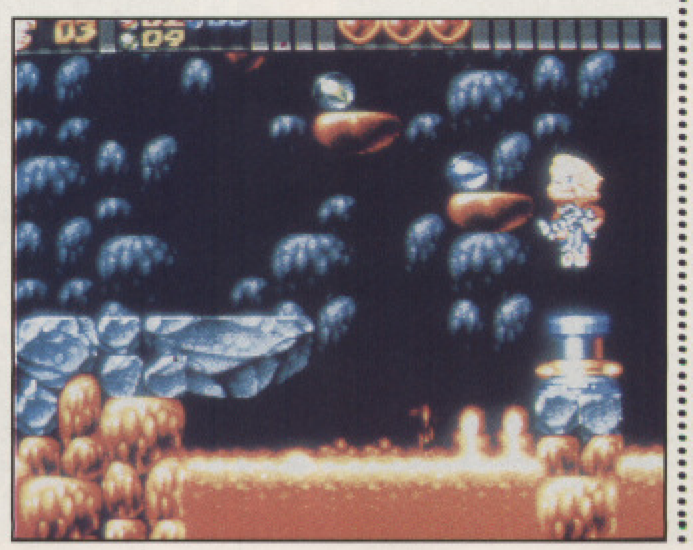
For example, the program is clever enough to be able to deduce your Amiga's exact memory configuration, and to alter its parameters based on this deduction. So, depending on your machine, you could end up with extra visual effects (including vapour trails and exhaust fumes), enhanced spot effects and even - for those with the AA chipset - a special 'mayhem mode' to test even the most gifted player.

The disk-based version of Uridium 2 is expected any day now, priced at £25.99 - a CD32 version will follow. Watch out for a full review and demo next month!

Once Uridium 2 is out of the way, Renegade will be able to concentrate its efforts on Turrican 3 - the latest in Rainbow Arts' long-running blasting epic. Developed by the leading German development team Factor 5, Turrican 3 will be available, priced £25.99, at the end of October, which means we'll be reviewing it next month.

Finally for this year, Renegade plans to have Elfmania (see Work In Progress) available in your local software emporium, while 1994 will see the launch of Ruff 'n' Tumble, the much-anticipated Sensible World of Soccer, Flight of the Amazon Queen and the latest effort from the Bitmaps, Z.





KIDS AND GAMES - THEY LOVE 'EM

Reading, skipping and bullying swots are all in decline it would seem, as a recent survey by Bird's Eye has revealed that computer gaming is now the most popular pastime among British schoolchildren.

In the survey, 37 per cent of 7-11 year olds listed gaming as their favourite hobby, as against 32 per cent who claimed to prefer reading at home (probably MicroProse flight sim manuals).

As well as putting video games at the top of their lists, Captain Bird's Eye's sample of youngsters also put paid to the age-old notion that video gaming is a sad, lonely hobby, only indulged in by anorak-wearing, friendless boffins: all of the children questioned, replied that they preferred playing games with friends.

Incidentally, the survey showed up some bizarre regional differences, in that only 19 per cent of North of England children liked to read, while a whopping 43 per cent of their Scottish counterparts enjoyed the same pastime.

GOOCH STRIKES BAT

The career of England's greatest living batsman may be coming to an end, but this hasn't deterred Audiogenic from allowing Graham Gooch another chance to open for its digital team.

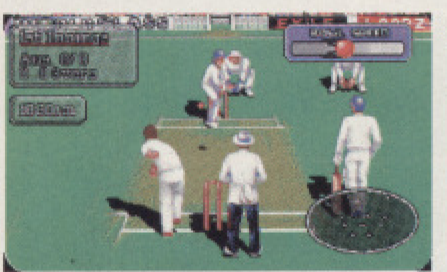
Graham Gooch's 2nd Innings is an add-on disk for Graham Gooch World Class Cricket which adds a host of new features (many of which were apparently suggested by users of the original) to the standard game.

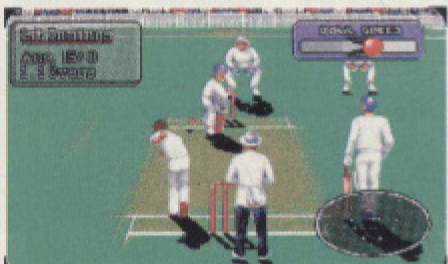
Among the enhancements are tougher opponents, the addition of all 18 county teams (with batting and bowling averages correct to the end of July 1993), more statistics and improved save and load facilities.

Perhaps the most exciting improvement of all though, is the addition of a 'moments from history' section, where the player can become involved in some of the great moments in test history.

You can become Ian Botham as he rips through the Australians, Fred Trueman as he... also rips through the Australians (only this time in 1964) or Graham Gooch himself as he works his way to his remarkable innings of 333 against India in 1991.

Graham Gooch's 2nd Innings, which requires the original World Class program to run, is available now.





MICROPROSE LOSE WEIGHT

Following its recent take-over by Spectrum HoloByte, one-time flight simulation giant MicroProse has slimmed down its UK operation by closing its offices in Manchester and Leeds (formerly the home of Vektor Grafix).

The move follows a bad year for the firm, where it tried to move away from its traditional flight simulation base into producing games of all types (and even tried to produce versions of its F-15 game on Sega and Nintendo).

In addition to closing the two Northern offices, 'Prose has made 50 staff redundant, and expects to move the remainder to a new office in Chipping Sudbury shortly.

It's not all bad news though, as sources within the firm suggest that, following this regrouping, it is likely to return to concentrating on its strengths - more fight and flight games perhaps?





STORM SIGN MONSTER POP STAR

Move over Ocean with your puny Jurassic Park Velociraptors, Storm has signed up an even bigger dinosaur in the shape of the legendary hippie plank spanker (erm... that means guitar player) and all-round muso, Steve Hillage.

Hillage, who first 'hit the scene' way back when with his band Gong (ask your mum... or maybe your granny) made his mark more recently with a 'techno project' called System 7 (eurrrghhh... a band named after the Macintosh operating system). His involvement with Storm will involve the production of a soundtrack for the firm's up and coming CD-ROM version of its film licence, The Lawnmower Man.

"We approached Steve to do The Lawnmower Man because of his excellent reputation within the music industry," says Storm boss Jane Cavanagh. "The Lawnmower Man will undoubtedly be the most impressive CD-ROM product to date."

In addition to hanging around with musical relics, Storm has also announced that it is to set up a new office in the United States. This follows on from its recent opening of a CD development studio in Southampton.

FREE GAMES FROM FUTURE ZONE

Are you a 'Zonie'? You might well be, because Zonies are (apparently) those of you who have signed up with the national chain of Future Zone shops and become a member of its Zone Club.

If you are a Zonie, you are probably already aware that you are entitled to take part in the chain's newly-launched 'Bag-a-Bonus' scheme, where regular customers will be rewarded for their loyalty with a free game.

The scheme works like this... all Zone Club members receive a collection card, which is then stamped whenever a game is bought from a Future Zone shop. When the card is complete, the holder can trade it in for a free game up to the value of £29.99.

The Future Zone chain plans to have 40 stores up and running before Christmas. The latest shops have opened in Cheltenham, Cambridge, Manchester and West Thurrock.

A1200 GETS BETTER

Is your 1200 still not powerful enough? Do you crave more memory and all of the benefits of a maths co-processor? You do? Weird!

Still, each to their own, and if all of that stuff is your bag, then you may be interested to know that Silica Systems has just got its hands on a delivery of new AmiTek A1200 RAM expansion boards.

These boards, which can accommodate up to eight megs of 32-bit RAM, a 68882 maths co-processor and a battery-backed clock (none of which are included, by the way) are available now, priced at a shilling short of eighty quid. (Isn't this CU Amiga's (yawn) territory? - Ed.)

HAPPY DAZE!

Almost as if it's trying to prove that it is possible to start talking about Christmas **too early, Daze Marketing has chosen October 1st as the starting date for a special festive offer on its Games Worth Playing budget catalogue.**

The Daze Christmas offer, which is due to last until New Year's Eve, allows anyone buying a game from a selected list of Games Worth Playing titles to pick it up for only £2.99 - as long as it's ordered directly from Daze itself.

The games on offer include Storm Master, Metal Mutant, Crystals of Arborea, Boston Bomb Club, Superski 2 and Starblade. Cheques or postal orders should be sent to: Daze Marketing, 2 Canfield Place, London NW6 3BT.





COR CRIKEY, IT'S A COLIN CURLY COMPO!

Are you the sort of pig who likes nothing better than to spend an entire evening seeing exactly how many bags of crisps you can stuff down your throat? You are? Well, my fat and spotty friends, now is your chance to get your hands on a month's supply of your favourite Quavers courtesy of Ocean, Walkers Smiths and Microtime Media. Even better than that, you could also grab yourself a free copy of Ocean's One Step Beyond - featuring that crazy Quaver-loving dog, Colin curly.

As you may remember from our July review of One Step Beyond, Colin Curly finds himself sucked into his computer one stormy night whilst playing his favourite game and has to solve a series of increasingly baffling puzzles taking him through 100 levels and 10 Quaver zones.

Well, we now have five copies of the game to give away plus a month's supply of Quavers. Imagine it, 30 bags of pure delight melting in your mouth while you wait for the latest in puzzle entertainment to load up on your crumb-covered Amiga - ooh, too good to be true.



All you have to do is answer these three simple questions:
(1) Which famous TV personality supplies the voice of curly Colin?
(2) Who's the husband of TV funny girl Dawn French?
(3) Name a top comedian from Dudley, West Midlands.

When you think you've got all three answers, put them on the back of a postcard or sealed envelope, along with your name and address printed nice and clearly, and send them to: The Lenny Henry Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All entries must be received by November 28th and Matt 'Mr Compo Sorter' Broughton is accepting bribes as of now - the credit card hotline operates 24 hours a day and he also accepts sweets.

TREX WARRIOR NOT PUBLIC DOMAIN!

Well, sort of. We've been asked to point out that Trex Warrior is only Public Domain in the United Kingdom, and that it retains its commercial game status in all other parts of the galaxy. Anyone caught copying the game outside the UK will be sent to prison for a very long time. You have been warned.



EA MOVE INTO COIN-OPS

Having already conquered the Amiga world with games such as John Madden and Desert Strike, US megacorporation Electronic Arts is to take to the streets with the launch of a series of coin-op machines based on its favourite home computer games.

The bad news, however, is that this launch is to take place in the US to begin with, and the machines may not see the light (or, indeed, the dark) on this side of the Atlantic until late 1994 at the earliest.

There are no firm plans available yet regarding which games will be promoted from floppy disk to having their own arcade cabinet, but rumour has it that the first game is likely to be an American Football simulation.

Electronic Arts is not the first US software company to dip its toe into the coin-op pool - MicroProse made an unsuccessful attempt to launch an F-15 machine a couple of years ago - but EA's European boss Mark Lewis reckons that his company has the necessary ingredient to make a success of the new venture.

"We think that we have the type of software that will prove quite popular," he says.

While EA has yet to announce its strategy for the coin-op business, insiders suggest that its machines will be more likely to be found in bars and other 'adult' venues than in traditional arcades.

STRIP TEASERS

...Fans of Channel 4's Gamesmaster programme can now keep up with all of their favourite reviewers and challengers even when the programme is off air, as Virgin Publishing is to launch Gamesmaster: The Official Book. The book, which features cuddly Jock Dominik Diamond on its cover (hang on a minute, hasn't he left the show?), is out soon, priced at £6.99...

...Commodore is putting its money where its mouth is by planning to spend a whopping £7,000,000 on promoting the CD32 before Christmas. The biggest chunk of this wedge is likely to go on what the company describes as an "eye-popping" TV advertising campaign. Keep 'em peeled...

...Binary Asylum, the fledgling software firm set up by a team of former Amiga games journalists and interviewed in the June issue, has finally broken cover and announced its first release. However, other than telling us that the game will be called Zeewolf, the Bath-based crew have decided to keep their cards close to their chest. More news as we get it...

...Fancy yourself at the wheel of a Ferrari? Sorry, but you'll have to work at that one yourselves. However, if you don't mind downgrading a little (well a lot actually, to a Fiat Cinquecento), then maybe you might like to check out the latest issue of Special Reserve's club magazine NRG...

...Wang cares? Not any more it doesn't - at least not for those of you who buy new Amigas. From this month onwards, anyone buying an Amiga computer covered by Commodore's on-site warranty will be looked after by ICL. Wang, however, will continue to care for machines bought during the last year and a half...



A1200 SELLING BY THE BUNDLE

Top Amiga distributor SDL has put together a new hardware and software bundle for Commodore's flagship 32-bit computer.
Called Race 'N' Chase, the limited edition bundle features an A1200 and two games: Nigel Mansell's World Championship and Trolls, and sells for £299.99.

Alongside this standard bundle, the firm is also offering a number of different hard drive models, with specifications ranging from a 20Mb model to a 209Mb-equipped machine.

CHARTS!

THE AMIGA GAMES TOP TEN
As supplied by Virgin Games Centre.

1. Championship Manager '93
2. F17 Challenge
3. Syndicate
4. Dune 2
5. Soccer Kid
6. Gunship 2000
7. Space Legends
8. Goal!
9. Flashback
10. Graham Gooch's Cricket

MINDSCAPE SUPPORT CD32



Mindscape has become the latest publisher to pin its colours to the CD32 mast, with the announcement that it has four major titles in the pipeline for release prior to Christmas.

First for the compact treatment is D/Generation, a revisit to the classic isometric arcade adventure. Due for release this month, CD32 D/Generation features the same puzzle-solving, espionage-based gameplay which earned its disk-based predecessor a 89% rating - although this time around it's enhanced by the addition of 256-colour graphics.

Also due for release this month is a compact disc version of the whacky cartoon capers of Alfred Chicken. Now fit and relaxed after his attempts to break into politics, Alfred's adventure features 11 levels of eggshell-ent action.

Moving into a darker theme, November's major CD release will be Liberation - Captive 2. The follow-up to Tony Crowther's award-winning role-player, Captive 2 will mark Mindscape's first attempts to make full use of the CD32's enhanced capabilities as the game will heavily feature animation, speech and CD-standard music.

Finally, in December, Mindscape plans to unveil TV Sports, a twin-sport compilation featuring hard-hitting action of the boxing and baseball variety.

"Dynamic as it is, this opening line-up is just the tip of the CD32 iceberg for us," says Mindscape spokesman James Morris. "Just wait until you see what we have lined up for you in 1994."

Both D/Generation and Alfred Chicken are priced at £25.99, while TV Sports will set you back £29.99 and Captive 2 will cost a pound more than that.

Magic Boy is a magic game and no mistake! It's cute, it's funny and it's one of the best original games ever seen ever! Well, so we're told - we haven't received our review copy yet but what we've seen so far looks very nice. And now you can win a copy of the game as soon as it's released along with a smart new A1200 to play it on should you choose to enter this fantabulous competition, arranged with more than a little help from our good buddies at Empire Software.

If you haven't heard about the game yet here's the low down. It's a cutesy platform romp split over no less than 96 levels of colourful arcade action.



Guide Hewlett the wizard's apprentice in his quest to recapture all the creatures he has inadvertantly released, save the day and have a great time in the process! Can you do it? I bet you'd like to try!

Magic Boy is all about originality, and possibly the most original thing about the game is the fact that when Hewlett catches a monster, he sticks it down his trousers. Why? Nobody knows, but it might have something to do with going down the disco after the game and shouting "Hey girls, I've got a monster in my trousers". Take it from me, though, it never works - I've tried.

But enough of that. We're offering five incredibly lucky readers the chance to get their grubby mitts on a copy of this superb game, plus a special limited edition of Cool Croc Twins for absolutely no cash whatsoever. Gratis. Free. For nothing. Don't say we don't treat you well. And, as we mentioned earlier, there's also an A1200 on offer to one lucky reader. You already know what a wunderkind of a machine it is, so get ready to put pen to paper now.

Anyway, to the competition. Here's what we want you to do. First imagine our beloved editor, Sir David Upchurch BSc, MBE & VAT. Now imagine his trousers. Can you imagine what he has in them? If you can then you should be worried, because what we really want from you are the three things you would expect to find stuffed deep in his pockets.

You could be dull and realistic and talk about his wallet, his car keys and his little black book, or you could come out with something a little more exciting, like an Illustrated Guide To Streatham, or a half-eaten Texan Bar. Maybe even a used chewing-gum collection! Who can say? We can't, because every time we try to put our hands into David's trouser pockets, he runs away!

Admit it, it isn't that difficult. If you think you can correctly identify the ingredients of David's portable skip, then scribble them down on the back of an envelope, or even a postcard if you live in Hampstead, and send the lot to: Dave's Trousers Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to get to us by November 28th, when the six lucky winners will be selected from our magical wizard's hat. Then just twiddle your thumbs and dwell upon your imminent prize. Perhaps.

P.S. If anyone has any ideas about how we can actually get into Dave's trousers without him noticing, please let us know at the same address.





PLUS! 5 copies of



AND a limited edition copy of Cool Croc Twins for the runners-up, all courtesy of Empire!

Letters

There's always something exciting and controversial happening on the Amiga games scene and you're bound to have an opinion about it, whatever it is, so why not write into The One and tell us all about it. Remember: A problem shared (50,000+ people) is a problem halved. Or something. Well, anyway, send your deep ponderings to: Letters, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. Or you can Fax us, on: 071-972 6710. Especially good letters could win a free game!

CD SCARE!

Dear The One

Please, please, please let's hope that the CD32 fails. I now know how the A500 and A600 owners felt when the A1200 was released. Being an A1200 owner, I feel that Commodore have done it once again. When publishers and developers see that the CD cannot be copied games will be made for the CD only, with releases for disk users if they're lucky.

I am totally against piracy and even more so now because it could kill the Amiga altogether. Already Jurassic Park is to be released on CD first and then on disk later. Do you think that this will be the way that all publishers will go if the CD32 takes off?

N. Brown, Berks.

I can understand your fears 'N', but I don't think you should start worrying about everyone developing only CD32 stuff yet - the Amiga 500/600/1200 market is simply too big to ignore. At the moment developers are concentrating more on the floppy versions than the CD versions, though if the CD32 takes off in a big way that's bound to change. Also, don't forget that as there should be a CD drive available for the A1200 soon which will effectively turn your machine into a CD32, thus giving you access to all that new software.

WHITHER THE A1200?

Dear The One,

I am writing concerning the apparent lack of A1200-specific games coming out. It is nearly a year since the A1200's launch and, apart from a number of utilities and games you can count on one hand (e.g. Sim Life and AGA art programs), there have only been tweaked versions of A500/600 titles. Where's the enhanced gameplay and PC-rivalling depth and quality we were promised?

Also on the subject of A1200 games I would like to know when some of the enhanced versions of various games that have already appeared on the A500/A600 are due along. It's fine to say an A1200 version is planned, but if it never appears the A1200 owner is left thinking he/she should have bought the A500/600 version instead of waiting a year for a better version. So far I haven't seen a single A1200-enhanced game that's been worth the wait anyway.

Howard Ambler, Wheatley, Oxon.

It's a fair cop, guv. Stuff that really uses the A1200 to its full has been a bit slow in coming. However, with top A1200-only games like Ocean's TFX and Mindscape's Liberation just around the corner I think you'll find the wait has been worth it.

BUGGED BY BUDGET

Dear The One,

Recently I and my friends have been getting cheesed off with the software companies. Plenty of people moan about the price of newly-released games, but now the price of budget game is going up too which is absolutely ridiculous. At £7.99 the games were quite reasonably priced but now the prices are exceeding £10. When will they realise that prices have to come down for them to make larger profits?

Graeme Saunders, Layton RiseHorsforth.

The price of budget games has increased recently, it's true. However, this isn't due to some evil money-grabbing scheme on the part of the software houses, it's simply a matter of world economics and the rising price of floppy disks. Plus, in the case of some of the pricier new budget labels like Kixx XL, the higher cost is due to the fact that their games often come on more disks than the usual budget title or, in the case of sims and

QUESTIONS, QUES

Once again, the mighty David Upchurch allows a select group of pilgrims to sit by his fire and probe him deeply. First questions please - yes you, in the ropey trousers...

Dear The One,

Please can you put my mind at rest about some things...

(1) Are all the Amiga game producers still going to release loads of good games for the Amiga 500/600 if the CD32 takes off or will they start to die off?

(2) How come Nintendo get all our games - Lemmings, Turrican, Putty, Chaos Engine and now Sensi Soccer - when we never get any of their games - Busby, Royal Rumble, F-Zero, etc?

(3) Is there going to be a decent wrestling game out for the Amiga like WWF Royal Rumble on the SNES?

(4) I'm a bit cheesed off because the Mega Drive offers speed and no slow down and the SNES offers a massive range of fab games and that fabulous Mode 7 stuff. What does the Amiga have to offer? One fire button, loading for 5 mins or more and a hell of a lot of money spent on hardware.

(5) Is it worth keeping my Amiga 500 'cos with all these new consoles coming out I have a feeling that my Amiga is going to end up like the Spectrum?

L Mungroosingh, Minster, Kent.

(1) With all the number of people who've got A500/600s they'd be out of their trees not to keep producing games for the machine, so don't worry.

(2) Because Nintendo are a bunch of... (Snip! - The company lawyer.)

(3) No-one's got an Amiga wrestling game in development at the moment so, er, no.

(4) ...Plus software that's about half the price of the consoles', original games that aren't just platformers or shoot-'em-ups, 3D-polygon games that don't move like they're on a life-support machine, almost unlimited game size because they don't have to be squeezed onto one cartridge... need I go on?

(5) What? You mean, still going after eleven years and responsible

so forth, they're accompanied by a big manual. You've got to admit that, even at the slightly higher price, a lot of the recent budget releases have been great value for money.

CHEERS-EARS!

Dear The One,

Blimey, that's good. I am, of course, referring to the feature 'In The Biz' you ran a few months ago. I must say it's about time an Amiga magazine did something like this to show the Amiga games playing/programming community exactly how seriously each software company handles send-ins.

One company you didn't contact was Storm, who despite their slogan 'When the dust settles, the quality remains' (eeuugh!), handle their send-ins very professionally and there's always someone on the end of the phone who has sat down with your game, played it and knows who you are. As part of a small programming/development team trying to break into the commercial games world, I am generally appalled (with the exception of a few companies) at the response to 'outsiders' like myself.

Games writing started off in the early 80s with the Spectrum and C64. About 80% of today's games programmers started out in those days, shut away in their bedrooms, clacking away at their keyboard (or squidgyboard if you owned a rubber-keyed Spectrum). Today the majority of kids (and I mean 11-16 year olds) own consoles and haven't even begun to sample the delights of programming their own games and probably never will.

If consoles (and even PCs, as the sad truth is PC owners don't write games either) continue to become more and more widespread then good, new programmers will become few and far between, which will mean software companies will have great difficulty finding people to write their games. Sure software companies could take on university graduates, with degrees in machine code programming, but if these people have no experience in writing games then

IONS, QUESTIONS!

for some of the best games ever. Mmmm, yes, you're probably right.

Dear The One,

I have some posers for you (and I don't mean the Gladiators):

(1) If the CD32 is so great, could it do an arcade-quality conversion of, say, Double Dragon or Dinosaurs & Cadillacs?

(2) If a mouse can be used on the CD32 will games such as Monkey Island or Operation Wolf give an option to use the mouse? Will a three-buttoned mouse come out for the CD32?

(3) Why is it you hate console users so much?

(4) Could you label the different types of beat-'em-up games differently (i.e. diffentiate between the one-on-one, the only-walk-left-and-right, and the walk-around-beat-ing-up-gangs-and-taking-their-weapons kind). I prefer the Double Dragon kind myself.

(5) Will it ever be possible to save games onto a CD?

(6) What happened to Electronic Arts' Cyberfight? Will it come out for the A1200 or CD32?

Robin King,
Yateley, Hampshire.

(1) Yup, easily, but I doubt anyone would want to bother.
(2) I'd expect so - it'd make sense, wouldn't it? I've not heard any plans for a three-button mouse - aren't two enough?
(3) We don't hate them - they just depress us.
(4) Er, no.
(5) Not in the foreseeable future. For your information there's some battery backed-up memory on the CD32 for saving games to, if that's what you're worried about.
(6) There hasn't been word on Cyberfight for yonks. The last I heard the programmer was having a few problems getting the game running fast enough on a top PC, so an Amiga version now looks unlikely.

Dear The One,

(1) Will CD32 games work with an A570 CD drive on my Amiga 500+?

(2) Do you know of any games you can get for the A570 CD drive?

Scott Walker,
Moray, Scotland.

(1) No, because the CD32 is based around the AGA chips that are only fitted in the A1200 and A4000.
(2) Anything that's compatible with the CDTV will work on the A570.



they're stuffed. Games programming has to be learnt by experience - any developer will tell you that.

There are a few companies who understand this - Bullfrog, for example. Peter Molyneux said in a recent interview that when looking for programmers for Syndicate he asked them if they played games. The guys that said 'No' didn't get the job. The guy that had spent years playing and writing games got the job and, after playing a demo of Syndicate, I can see why. Games programming is something you have to be involved with, you need to know what makes a good game. Bullfrog realise this and they're still going to be with us in a few years, along with DMA Design, Core, Mindscape and the other companies who encouraged your 'R. Evans'.

But it's not all doom and gloom. In my opinion, the Amiga scene is the most exciting around at the minute. I know everyone is thinking 'Should I buy an A1200 or a PC?' Well, if you ask me, the answer's simple - I've been playing games on a 486 PC for a year and the A1200 blows the dung out of it. If enough people buy A1200s expect to see X-Wing and all those other drool-producing PC games written for it because, believe me, it can handle it.

Simon Shirlow (coder, Forgotten Myths),
Co. Antrim, N. Ireland.

Cheers for your letter, Simon, and I'm glad you enjoyed the feature. Your opinions mirror many of those in the games industry. Everyone wants to see the Amiga stay successful because, if it ever disappears, there's a real question mark over where all the new programming talent is going to come from - it certainly won't be from the console kids or the older PC owners.

TO BUY OR NOT TO BUY

Dear The One,
I read your feature on the new Amiga CD32 and was wondering if Commodore were considering making another computer which is superior to the A1200 yet at roughly the same price (excluding the CD32) because I don't want to buy the A1200 only to find a better computer just around the corner.

I've heard that a double-speed CD drive for the A1200 might make an appearance - is this true? If so, how much will it cost? Finally, would the nice-looking CD32 joypads be available for everyone and not just CD32 buyers because games like Street Fighter 2 and Body Blows are pretty crap without a joypad.

L. Bailey,
Ipswich, Suffolk.

P.S. It seem your magazine is so popular that other magazines are copying your features, like The Diary Of A Game, for example. Funny, don't you think?

Any decent hardware company is always looking to improve its products and Commodore are no different. It's no secret that Commodore are working on the 'next generation' of Amiga graphic and sound chips but it's unlikely you see of them appearing on a new Amiga before late 1994, and even then they'll appear first on their high-end machines like the A4000. Commodore intend the A1200 to be the base machine for the whole Amiga range, a sort of A500 for the 90s, so it's unlikely to change much in the near future.

You're right about the CD drive for the A1200. The last we heard Commodore plan to release it early next year and will give the A1200 full CD32 compatibility. As for your query about the CD32's joypads I'd imagaine Commodore will sell them independently and I can see no reason why they shouldn't work fine on a 'normal' Amiga.

THE END?

Dear The One,
I seem to recall that a good few issues back you ran a feature on the 'end sequences' in computer games. In this feature you interviewed Mr Peter Molyneaux from Bullfrog and he expressed a degree of outrage with regard to the end sequence for the Bitmap Brothers' Xenon 2. The reward for completion of this seminal shoot-'em-up saw the screen shrinking to a small white dot whilst the speaker buzzed annoyingly - simulating the effect witnessed when switching off an old cathode-ray TV set. Mr Molyneaux was most indignant and felt cheated at this insufficient reward for many strenuous hours of gameplay. At the time I tended to agree with him.

Recently I have purchased and completed Bullfrog's excellent Syndicate. Naturally enough, being aware of Mr Molyneaux's strong feelings regarding end-of-game sequences, I eagerly awaited a suitable visually/aural reward. It surprised me to discover that Xenon 2 possessed 99.9% more of an end sequence than Syndicate. So great was my shock and disbelief that I set about playing through the game again, certain that I was missing something. The result was the same - no stunning ray-traced sequence like the game's intro, no congratulatory screen, no game over, no goodbye, not even the screen shrinking to a little white dot and an annoying buzzing sound. The usual end-of-level animation ran and I got to see a tedious list of credits. Finito.

Now I know that playing a game should be its own reward but for me this was a major anti-climax. Syndicate cost thirty-five pounds, came on four disks and took me many hours of intense (and entertaining) play to complete. Just like Mr Molyneaux did with Xenon 2, I can't help feeling I deserved just a little bit more.

A. Non,
No fixed abode.

Come on Peter, explain yourself...

KRISALIS 'R' FAB

Dear The One,
Congratulations to Krisalis - at last a company which actually does care about the people who keep them in business (i.e. us). Just a bit of extra work from the programmers can save people (who own the appropriate luxuries) so much hassle. I am going to purchase Soccer Kid on the basis that it takes into account extra disks drives and memory.

I own a 4Mb RAM expansion which fits underneath my Amiga 1200 and can't wait to play Soccer Kid as if it were running from a cartridge. Seeing as the game occupies four disks, those with extra memory are effectively playing the game from a 32Mb cartridge - think how much Nintendo would charge for the same game on a real 32-bit cart'. I hope other companies will follow suit.

However, I don't think that accounting memory and extra drives is the maximum companies can do - I believe making games multi-tasking is the future. As you probably already know, multi-tasking games run through the Workbench. The benefits would include being able to toggle between games simply by clicking on the 'swap' gadget - you could even play your favourite shoot-'em-up while a letter you wrote on a word processor is printing out. Obviously this takes up loads of memory and CPU time but, hey, the option's there if you want it and, if you own the adequate set-up, multi-tasking games would be a dream.

I hope companies will take into account my suggestions - they really have no excuse not to and the benefits for the end user would be immense.

Nathan White,
Walsall, West Midlands.

Did you really write in to praise Krisalis or just boast about how brilliant your Amiga set-up is? The problem with your multi-tasking idea is that, as you mention oh-so-briefly, it takes up memory and processor time and most games these days need as much of that as they can get.

NASTY!

Dear The One,
I have been following your coverage on Alien Breed 2 with interest. I really like atmosphere in games and for this reason I thought Alien Breed was an excellent game. The screen shots in AB2 were very impressive and I look forward to playing the finished game. However, I was quite surprised to see that Team 17 were trying to include dead and mutilated corpses lying all over the civilian stage of the game. Come on Team 17! Isn't this a bit much? As for describing the ELSPA directives as "a load of old boll...", I don't think anyone needs this pretentious crap.

Now before I'm written off as some Mary Whitehouse sad case, I would like to point out the following: It is more than likely that young children will be playing this game. I don't think it's fair to expose them to this kind of disturbing image just because the programmers want to have a laugh.

I wonder if Team 17 realise that there are already people who are trying to put certificates on all computer games (and I'm not just talking about the odd, tacky, poorly-written Mega CD title.) Their idea of trying to increase tension by drawing dead bodies all over the screen will certainly strengthen the argument for these measures.

I have nothing against depictions of violence as entertainment, but I am of the opinion that it should not be put where it can upset younger audiences. The fact that young children can still see that sort of thing anyway, be it on hired videos or late night TV, is not a sufficient excuse for plastering it all over computer games.

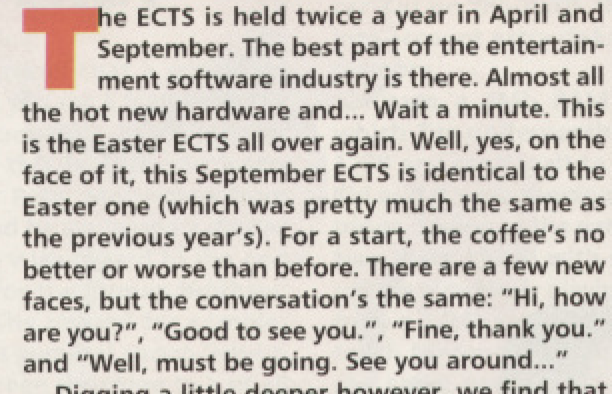
I hope you will see the point I am trying to make.

Simon Rizzello,
Crowthorne, Berkshire.

SHOW

Gary Penn, the man who likes to wear fifteen coats all at the same time, trawls around this Autumn's European Computer Trade Show at the Business Design Centre in Islington, London, where he asks searching questions such as "Where are the nearest toilets?" and "The sandwiches are HOW much?" The Pennman's stream-of-consciousness-like babblings start here...





The ECTS is held twice a year in April and September. The best part of the entertainment software industry is there. Almost all the hot new hardware and... Wait a minute. This is the Easter ECTS all over again. Well, yes, on the face of it, this September ECTS is identical to the Easter one (which was pretty much the same as the previous year's). For a start, the coffee's no better or worse than before. There are a few new faces, but the conversation's the same: "Hi, how are you?", "Good to see you.", "Fine, thank you." and "Well, must be going. See you around..."

Digging a little deeper however, we find that the number of publishers supporting our fave machine has diminished in the past six months but the number of 'products', as they say, is as healthy as ever. There's a notable increase in A1200 software, which can't be a bad thing, and it looks as though the CD32 won't be ignored.

There are more of those daft sods prepared to dress up in sweaty, outsized 'character' costumes running around, too. From here I can see Mario, Zool (and his other half), too many Lemmings and Pierre le Chef. An It's A Knockout-style event - maybe a quick circuit of the top floor - with all the characters would be funny, but the foamy face gives nothing away when I suggest the idea to a seven-foot snowman. "Get the fur coat," mumbles the chap beneath the crap. Or words to that effect.

So, the search for the belle of the ball is on... Join me, Gary Penn, as we journey through the trade show to end all trade shows... in alphabetical order.



(Above) The ECTS at Islington's Business Design Centre in all its glory. Can you spot Dave, Simon or Matt in this picture? (You'll be lucky if you can because they're behind the cameraman in the bar.)

(Left) Oh hooray! It's the Lemmings - again! Why is it that Psyggy always dig out this old costume every time there's a show?

Who's first then? How about the lovely Liz Morris at ACCOLADE? Hey, look at this - some top 'totty' has been digitised for Man Enough, a PC CD-ROM title where the aim is to cop off with luscious ladies. It all sounds terribly sad and 'norty' so I'm glad it won't be made available in any form on Amiga. Nor will Bubsy and recent signing Pelé, but that's no great loss.

"Software pour le Amiga? Non, mon ami," says the spokesperson for erstwhile American giant ACTIVISION. No matter. Alien Versus Predator is - to put it bluntly - poo and Return To Zork's digitised actors make it look too orangey for crows. And anyway, here's ALTERNATIVE with a sheet-load of stuff - some of it cheap, too. The Beano and Dandy comic characters are coming to our choice computer, and so too are Hanna Barbara's Pixie & Dixie and a handful of Warner Bros' Loony Toons faces. Hulk Hogan's Suburban





Commando looks a lot more entertaining on the Amiga than it did on film... 'Ello 'ello, what's all this then? Why it's Allo Allo, with all the hilarity of the top TV show. Erm, yes.

Hooray! CODEMASTERS. Between now and next Easter the 'completely brilliant' budget boys have a mix of fulsome full-price and low-price (but far from lowly) releases penned in... the nifty Micro Machines (reviewed this issue), the arcade adventure Cosmic Spacehead, Dino Riders, World Cup Soccer, Fantastic Dizzy and Excellent Dizzy.

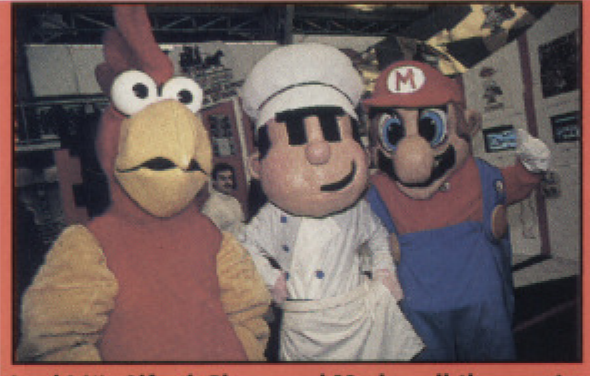
Meanwhile, at the COKTEL VISION stand, we find the engaging Emmanuelle Kreuz prominently displaying her wares - namely Goblins 3, Inca 2 and Lost In Time. Hold on a mo... Deja vu... What a swizz, this is the same as the previous show, only the Amiga doesn't appear to come into it.

CORE DESIGN's line-up of Blastar, Blob, Bubba 'n' Stix, Darkmere and Wonder Dog is the same (only more advanced), but there are some obvious additions: Cyberpunk (a multiway-scrolling arcade adventure from the author of Doodle Bug), Heimdall 2, Universe: Curse Of Enchantia II, and Darkstone (more FRPG with action overtones). Is Chuck Rock likely to be making a reappearance? Perhaps.

DIGITAL INTEGRATION's dazzling Debbie Durrant demonstrates the flight-'n'-fight simulation Tornado and - oh - some Coktel Vision stuff, while at DOMARK the amiable Anna Macario has the racing simulation F1, Mike Singleton's Lords Of Midnight (enhanced for release almost a decade after its appearance on the Spectrum) and Championship Manager: The World Cup Edition.

ELECTRONIC ARTS has some tasty snacks on display with its software, but there's (sniff) nothing (sob) for the Amiga (blub) - not even the attractive Syndicate Theme Park. The soccer simulation for the Mega Drive looks smashing, but an Amiga conversion is about as likely as England winning the world cup next year.

The marvelous Marissa Pauwels welcomes me to the ENTERTAINMENT INTERNATIONAL stand where Super Nintendo software galore is on show. What about the Amiga, eh? No worries: the perky platformer Magic Boy will be appearing on



Look! It's Alfred, Pierre and Mario - all the great showbiz mates together!



The fearless Captain America - Man of Steel! Oh no, the Man of Steel was that other superbloke, wasn't he? They all look the same to me...

to the Amiga in the next month or so, and there are some more of those Empire wargaming titles and compilations in the pipeline.

Over at FLAIR there's courteous Colin Courtney looking chuffed with his company's three new releases: Genesis, Oscar and Surf Ninjas (as in that fabulous - no, really - film). The guys at GAMETEK UK are even happier bunnies now that they are responsible for releasing Frontier and Batman Returns for the Amiga instead of Konami. Frontier really will (honestly, truly, etc) be out on October 14th and Batman Returns should be ready for a pre-Christmas release. As for Gametek's home-grown produce... There's enough of it, but nothing worth mentioning.

There's no sign of Chubby Gristle at the GRANDSLAM stand but five titles are in evidence: Nick Faldo's Championship Golf for the CD32, Realms Of Darkness, Reunion, The Seventh Sword Of Mendor and Tensai. GREMLIN has its own hefty handful of new names: Claws, the slick R-Type blaster Disposable Hero (yes! - reviewed this month 'n' all), Legacy Of Sorasil (more Hero Quest), K240, The Lotus Trilogy (guess what?), the long awaited Litil Divil (but only for the IBM PC compatibles), Premier Manager 2, Zool for the CD32 (with a swish 'rendered' introductory sequence, a new level and spesh soundtrack) and Zool 2 (so far, so similar to the first one). And something called Kit Vicious... Ah, how can I put this? It bears a remarkable similarity to a certain blue, spiky hedgehog's antics...

Down at IMPRESSIONS we find more dreary strategy war simulations. First up is .... ZZZZzzzzzzz. Where am I? It appears that while I slept, the Earth revolved around me and the show with it, or something, and now I'm in front of the INFOGRAMES stand with the bubbly, bouncy Beverly Gardner. The bad news is that Infogrames has licensed The Smurfs. The good news is that they aren't coming to the Amiga. Six Disney 'edutainment' titles are now available for the Amiga (ho-hum) and soon we can play ball with Ultimate Pinball Quest .

Wowza! There's a bevy of beauties to behold at INTERPLAY... Alison Beasley, her

sister Dawn, Alyson Goddard and Martha Moloughney all have go-to-bed smiles and legs that start at the bottom and finish at the top. Software-wise, Dungeon Master II won't be converted to the Amiga, but Star Trek: 25th Anniversary, Lord Of The Rings Volume II: The Two Towers and Castles II: Siege & Conquest will (well, Star Trek's only on the A1200). Better still, further adventures of the Lost Vikings are a certainty.

KOMPART's dapper Duncan Lothian has Aircraft Company Simulator, Civilization (for the A1200), a platformer called Fatman with, erm... a fat man in it, plus SUB and Survival... KONAMI's pert Pamela Griffiths is a welcome sight in her bright orange jacket, but now that Gametek's taken over her company's only two Amiga releases there's no real reason for me to hang around here. Oh, alright then, maybe there's time for a quick one... A coffee, that is, you sad people.

Soccer Kid and its co-designer and musician Matt Furniss are alive and well at the KRISALIS stand. There's nowt to see of Manchester United: Premier League Champs or the Sabre Team sequel. A Soccer Kid follow-up is in the pipeline, apparently.

German outfit MAX DESIGN's new strategy stuff - Burntime, Cash and Think Cross - doesn't look too drab, but I'm not excited enough to stop for long. MICROPROSE's Dogfight and F-117A appear to be shaping up rather nicely, but that's all there is for now.

Round the corner at MILLENNIUM - or Millennium Interactive as they now like to be called - I pick up some Brutal Tattoos (temporary, of course) to mark the existence of Brutal Sports Football. Also on display are James Pond II (for the A1200 and the CD32) and James Pond III (for 'normal' Amigas, A1200s and CD32s).

MINDSCAPE's jovial James Morris is quick to point out a new signing called Overkill. It's yet another Defender 'tribute', this time from New Zealand, only this one actually looks and plays a lot better than, say, Psygnosis' average Anarchy or Arc's rubbish Defender and StarGate conversions... but enough of my tedious wifflings - check out the review this issue for the full low-down... Well I never: is that Glyn Williams' Air Duel I see before me? It is, but only for the IBM PC compatibles... Alfred Chicken, Mario Is Missing, and Pierre le Chef are all imminent for the Amiga (and the CD32) whereas Liberation: Captive II is now a CD32-only release. Hey! There's one of those excellent Miracle Keyboard Systems... Time for a tinkle...

Jolly Julia Coombs is a sight for sore eyes at MIRAGE. The Cheshire-based company is releasing a special, complete Universal Military Simulator Compilation, plus Rise Of The Robots (a beat-'em-up with - no! - robots), Adrenalin Factor, and Jack The Ripper (a 'heavyweight' murder mystery full of facts and pretty pictures, and from Ezra Sidran -sounds like an anagram - the programmer behind UMS).

Diving into the OCEAN collection of stands I drift into the gregarious Gary Bracey who proceeds to tell me just how good Burnin' Rubber, Dennis, Jurassic Park and Mr Nutz are on the Amiga. Before I can draw breath he's already wibbling away about Ryder Cup Golf and Sleepwalker for the CD32, and TFX (running on an IBM PC compatible but coming to the A1200 and CD32)...

A day later I manage to make it to the PSYGNOSIS stand. The Psyggies certainly aren't slacking when it comes to making the most of the Amiga... The CD 'experience' Microcosm is attracting more than its fair share of attention, almost overshadowing its Amiga-based stable-mates Globdule, Innocent (Until Caught) and Second Samurai. Between now and Christmas the eager publishers will be releasing ten (yes, TEN!) brand new games for the Amiga. Hooray!



(Left) We've no idea who this is. We suspect he's a star of some Konami console game but we really weren't interested enough to find out.



(Below) Hi Pierre - what ya got cookin'? (It's Pierre Le Chef, you see, on the Mindscape stand - it's a joke. Geddit?)

The RENEGADE crew are busy, busy, busy with a host of forthcoming releases including the adventure Flight Of The Amazon Queen and the racing simulation KTM Motocross (in the hands of Graftgold). There's Uridium 2 and Ruff 'n' Tumble (which looks as though it could turn out to be a doozy)... Sensible World Of Soccer will feature (surprise) managerial elements as well as a beefier action simulation... Turrican III looks real swish - the sort of stuff seldom seen on the Amiga. The 'traditional' blasting action comes complete with a host of new features, some attractive Japanese-style artwork and - for the first time ever - Dolby SurroundSound from top Amiga musician Chris Hulsbeck (but the show manages to drown out the effect). Who'd Adam and Eve it?

A blast from the past emerges in the form of Stavros Fasoulas who, with the help of some chums, has created the beat-'em-up Elfmania. Some of the characters are a little rough around the edges (the fat-legged lady especially), but on the whole it looks impressive. For more see the WIP on page 38. Renegade is throwing its full weight behind the A1200 (kicking off with an enhanced version of The Chaos Engine) and the CD32 (first up is Sensible Soccer), which is healthy. Oh, and let's not forget the action-adventure of Z (more about that one soon).

SONY's trio of top theatrical titles - Cliffhanger, Dracula and Last Action Hero - are... well, all present. Whether or not they are all correct is debatable, but at least the company has a commitment to the Amiga family...

The SUPERVISION stand is home to super Sue McCabe, a new version of Monopoly and The Hidden's platformer Donk. Full stop. Meanwhile, Alien Breed II, Body Blows Galactic, F17 Challenge, Overdrive and Qwak (a neat Bubble Bobble-inspired platformer) are pulling people - myself included - to TEAM 17's stand. Front-man Martyn Brown is knackered from too much charity work but is understandably reet pleased with his team-mates' efforts.

TENGEN, as in the arcade people, as in Gauntlet and some unremarkable Domark conversions of Hard Drivin', etc, as in the team exclusively interviewed way back in Issue 19 of The One, are here having set up a European home software operation. Gauntlet IV is showing on the Mega Drive, but there's nothing doing for the Amiga. Bah.

TITUS also have nothing on the Amiga - for the moment, but that will change come Christmas time. Now this is odd. Having converted (and enhanced) The Blues Brothers and Crazy Cars III from the Amiga to the consoles, Titus is bringing them back to the Amiga but in new forms. Crazy Cars III is now Lamborghini American Challenge and The Blues Brothers are the same but different. Strange...

21ST CENTURY ENTERTAINMENT has the CD32 version of Pinball Fantasies up and running, and that seems fine and dandy to me. But what of the sequel, Pinball Illusions? Not a whisper.

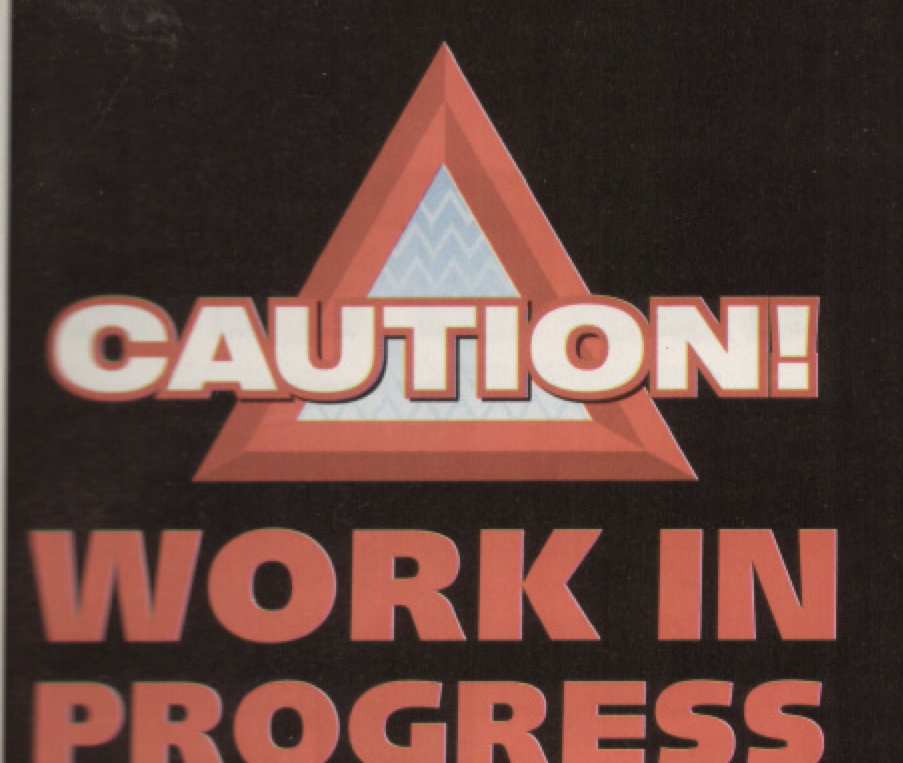
What a sad state of affairs at US GOLD. It's all IBM PC compatibles and consoles as far as the eye can see. But wait! There are some Amiga titles on the way - most of them budget re-releases (Monkey Island, Links Golf, Cruise For A Corpse, and Knights Of The Sky, for example) on the Kixx label. On the full-price side there's SSI's Kingmaker (based on the boardgame, no less), an accessible strategy simulation centring on the War Of The Roses, but it's not my cuppa I'm afraid. I settle for a bash at one of the 10 events on offer in the official Olympic Winter Games Lillehammer 1994, and that's that...

Danielle Woodyatt and 'peachy' Paul Dowling are strutting their stuff at VIRGIN GAMES (or Virgin Interactive Entertainment as they prefer to be called now). The Jungle Book and Aladdin on the MegaDrive both look lush (Amiga conversions can't be ruled out)... Beneath A Steel Sky and Cannon Fodder are almost complete, but there's no sign of Cool Spot as promised at the Easter show, and only a Mortal Kombat arcade machine is on display. I guess for the sake of research a few minutes' play wouldn't hurt...

And finally, Cyril... What a lot ZEPPELIN GAMES has got... Arnie 2, Sink Or Swim, Work's Team Rally, Arcade Trivia Quiz, Jocky Wilson's Compendium Of Darts, Cool Kid... Not to mention some footy fun with International Soccer, Match Of The Day and Premier Division...

And that, in a nutshell, is that. The pick of the crop? That's a tricky one. Interplay's strong feminine presence is an obvious choice - so there you have it. Another three days, another ECTS...


BUBBA 'N' STIX
Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.
Available on Amiga (1 meg only)
Screen shots taken from Amiga version
CORE
DESIGN LIMITED
Core Design Limited, Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511



WORK IN PROGRESS

The last ninja lay bleeding on the heap of broken bodies. Brad stood in the arena, his hands drenched with the blood of his enemies. Mustering the last of his strength, the ninja threw his final shuriken towards Brad's head. Brad laughed as he easily stepped aside and moved towards the helpless ninja - now was his time to strike. "Wait!" the ninja cried rolling a scroll towards Brad, "We do deal." Brad reached for the scroll. "Bloody hell!" Brad screamed unable to control his excitement, "This is Work In Progreaaiiee!!". The ninja smiled as he plunged his dagger deep into Brad's heart. "Yes," he murmured, "It is."



LET THE

Lui plays a clever game of hide and seek. "Where are you?" says Johnny.

PROJECT: Mortal Kombat
PUBLISHER: Virgin Interactive Entertainment
DEVELOPER: Probe Software: Adrian Curry (assistant producer); Richard Costello, Paul caruthers (programming); Jason Green (graphics); Allister Brimble (sound).
INITIATED: June 1993
RELEASE: October 1993

I was watching that Sixties Evening on BBC 2 the other night when it occurred to me how much society has changed since television intruded upon our lives. The first TV lurve scene depicting a couple in bed (no!) was shown way back in 1963 and caused such an uproar from decent folk everywhere, appalled at the way they were being 'forced' to watch such filth, that a Mrs Mary Whitehouse declared near-civil war on the forces of evil at the 'Beeb' which she claimed were doing their best to undermine the British way of life and corrupt young adults. Of course, all this controversy ensured that when the play was repeated its viewing figures were significantly higher than the first time it was shown, reiterating the old adage that there's no such thing as bad publicity

Of course, these days most people don't bat an eyelid whenever a spot of rumpy-pumpy is beamed into their homes. The Sun recently printed the exact times when the dirty bits in the TV version of Lady Chatterly's Lover would be broadcast so that you could watch something else and flick over just in time for the raunchy stuff. Or so a friend told me.

Computer games have evolved in much the same way. Before the days of video games as we now know them the most violent thing you'd see was a white pixel bouncing off a 'bat'. These days, however, we've become accustomed to maimed bodies, realistic death scenes and unbelievable amounts of blood. But even those of you who think that the gore contained in the Space Hulk demo is suitable for kiddies' TV will shudder, retch and faint over Mortal Kombat, the soon-to-be-released beat-'em-up from Virgin.

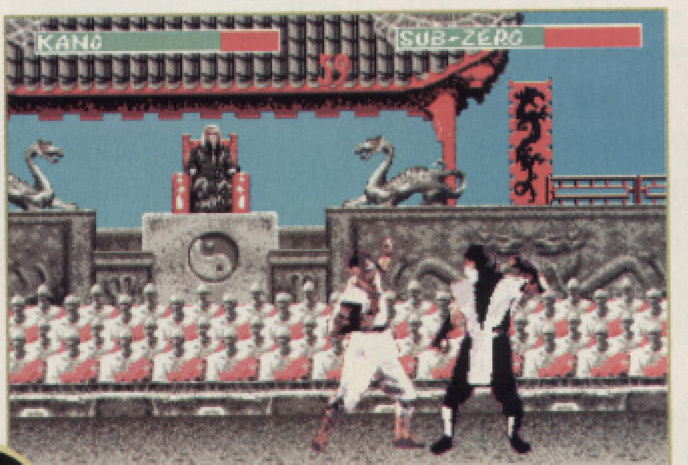
Although at first glance the game may look like a slick beat-'em-up with special moves, copious amounts of blood and the like, it actually hides a sinister and morally dubious secret. If one of the fighters wears down the energy of an opponent until there's almost no life left in him whatsoever, a computer voice will boom out a loud command to "Finish him!" Then, by performing a series of joystick moves, the player can initiate a spectacular death sequence. One particularly gruesome move involves a character decapitating his opponent and ripping out his spine for all to se. It's definitely not the kind of game you want your granny to catch you playing.

The daunting task of converting possibly the most shockingly violent game ever has fallen to Probe Software, purveyors of fine software since yesteryear. Adrian Curry is the game's assistant producer and he's more than willing to chat about Mortal Kombat and how he thinks it will be received by the games-playing punters: "It will go down an absolute monster riot!" he claims.

True, it probably will - after all, you only need look at Street Fighter 2's phenomenal sales for an example of how popular a top arcade conversion can be if programmed competently. Adrian is well aware of this but thinks that most people will agree that Probe will be able to do a far better job than US Gold.

"I've only looked at Street Fighter 2 briefly, but what I did see was so slow it was unbelievable. I just cringed," says Adrian. "Okay, so the sprites were nice and big but they just weren't as fast as they needed to be. The thing with Mortal Kombat is that it really is fast. When I first looked at Street Fighter 2 my immediate thoughts were 'This isn't a fighting game'."

And what about Body Blows, Team 17's super-slick combat game? "I haven't actually looked at Body Blows yet," admits Adrian. "That's





The gore option isn't shown here the finished version will have blood all over the place. Probably.

TOURNAMENT BEGIN!

Come on then, if you think you're hard enough. Simon Byron challenges everyone to a bout of Virgin's supremely violent arcade conversion.



That's right, Lui, show him what you're made of.

one thing we shall be doing in the near future because I want to make sure that Mortal Kombat is far superior to anything else."

If his own opinions are anything to go by, Mortal Kombat will be the best beat-'em-up Amiga owners will ever see. "I think Mortal Kombat on the Amiga is looking pretty stunning," he offers.

It has to be said that it's not unusual for developers to make wild statements about games they're currently working on but Adrian is a perfectionist by nature and is always the first to criticise aspects of the gameplay that others wouldn't spot.

"I'm an Amiga owner - I have been for a long time - and I sometimes pick up games and think that certain bits are absolutely amazing. But when you're involved in developing software it's hard to actually praise parts of it, especially when you've got loads of other worries on your mind. I suppose I'm a bit of a pessimist, but that's good in a way because I'll strive to make my games as good as is humanly possible. At the end of the day it'll all come up shining, but it's the getting there that's the problem."

With such an important conversion like Mortal Kombat it's imperative that every aspect of the game is constantly appraised. This is a bit hard in Adrian's case as the code, music and sound effects are all being developed out-of-house, which obviously presents some problems.

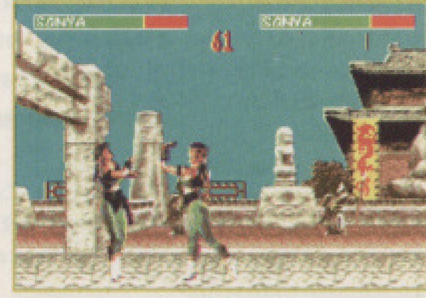
"I do try and see it at least once a week," he stresses. "The problem with Amiga games is that the demos usually have to be sent by post, so we're constantly relying on the Royal Mail to get stuff here on time. When you do straight conversions like this you don't tend to see anything for a while because the programmers are basically converting someone else's code. Then, just as you're starting to get a little worried, it all seems to fall into place.

"This is the case with Mortal Kombat. First the front end was up and running, then the scrolling backgrounds were implemented. Next came two identical fighters who leapt around until more and more characters were introduced. It all comes together very rapidly at the end. Putting the graphics in isn't that difficult - it's the game logic that presents the problem. It's all very well going to see the programmers and being impressed by fancy visuals, but showing me how the logic works is far harder."

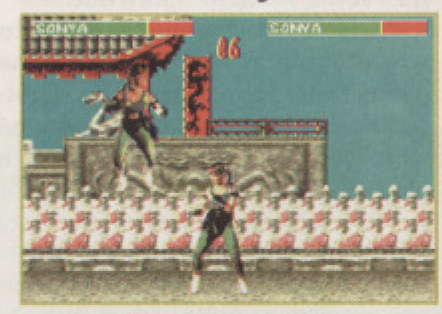
> **"I've only looked at Street Fighter 2 briefly, but what I did see was so slow it was unbelievable. I just cringed."**
>
> **Adrian Curry, Mortal Kombat's assistant producer.**

Talking of graphics, the fancy digitised sprites may look impressive, but the original arcade characters were created in a far more down-to-earth way. A great deal of work has gone into bringing them up to the standard you see before you, as Adrian explains: "They [Midway] originally filmed people dressed in shoddy cardboard uniforms which were the most awful costumes you could ever imagine. That's the beauty of digitising - the artist can touch up the sprites and colour in certain areas so you get a fantastic impression of real movement. It looks as if the digitised figures were wearing fantastic outfits, but they weren't. They were pretty rubbish, really.

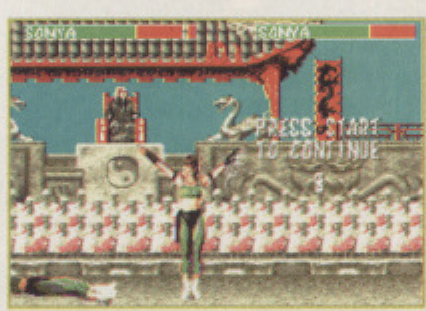
"But the way the characters in Mortal Kombat were filmed isn't the exception. Most arcade graphics are created in roughly the same way, using either cardboard or polystyrene costumes held together by bulldog clips. When an artist has touched them up, though, you'd never tell."



Sonia vs Sonia - things are close...



...so Sonia decides to levitate...



...and the winner is... Sonia! Hooray!

"These arcade graphics have been used in the Amiga version. The only differences between the two formats is that the Amiga version's have been shrunk down and the amount of colours reduced. We did have to cut out a few frames that we thought were totally unnecessary, but there are even frames in the arcade game which are never used. You find that a lot with conversions."

The amount of weird and wonderful fighters that pop up in the game have posed a thorny problem. They aren't all the same size, you see, and one character in particular is currently causing endless amounts of bother.

"Raiden's the hardest to put in because all the body electricity that appears on him takes up more memory than all the others," outlines Adrian. "The problem we've got is that we have to load in two characters at a time. Two Sub Zeros, for example, are fine, but a couple of Raidens stretches it a bit.

"It's helpful having the Megadrive programmer on-hand to talk to so we can bounce a few ideas off each other. One of the things we came up with was to cut all the body electricity out. Another was to keep some of the moves out; on the Megadrive there are no low punches, I believe, because of the way control system works - but if we do that it will only save us a few frames and not a lot of memory. This is one of those problems that will take some while to figure out.

> **"There are a lot worse things going on in the world which will affect children or people who are very impressionable -"**
>
> **Adrian Curry, Mortal Kombat's assistant producer.**

"Another thing we've got to worry about is the ending of the game. Every format has got a slightly different final fight and the Amiga is going to prove to be a bit of a pain. Raiden can morph into any of the other fighters and perform any of their moves, but we can't do that because each fighter is loaded in separately. We've had ideas of morphing him into any fighter but only performing one of their moves, or morphing into just one other fighter with all his moves available.

"The latest thing we've come up with is to morph him into the player's character, Goro and one other fighter, which would make it more challenging because the mirror matches are some of the hardest you'll fight. Whatever, these are just ideas; we still haven't decided what to do yet."

Another aspect of the game which remains undecided is the control method. "That's another big problem," grimaces Adrian. "We've been trying desperately to find a company that produces or is about to produce a four-button joypad for the Amiga. We've had no success ourselves, but we've asked Virgin if they can find out from some of their contacts whether or not there's one available for the Amiga. [What about the CD32's? - Ed.]

"We're trying to come up with as many options as possible, and ideas are developing all the time. Combinations we've come up with have included splitting the keyboard in half and using the left-side as one extra button and the right-side for another. I personally don't like using the keyboard at the same time as a joystick, but other Amiga owners might like to.

"Then we thought about using the Street Fighter 2 method of a combination of joystick moves, but rejected that as it all soon became too complicated to describe, let alone do. Again, it's something that we need to think about."

Most of the arcade's bone-crunching sound effects should be translated in some form or other to the Amiga version, but some of the sampled speech may have to be left out. "We're having problems trying to fit all the sampled speech in. The programmer is having to constantly reallocate his code to make space for sound effects and the like but we'll include as many as possible,

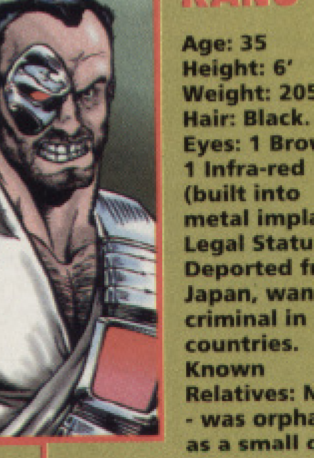
Lui throws a devastating uppercut to, er, Lui's groin. Aiieee!



Sonia called Jonny a poof, probably.

AND WHO'S THE FIRST CONTESTANT, ROSEMARY?

Just when you thought you'd become chummy with Chun-Li, Ken, Dhalsim and all the chaps, there's eight more bods you need to become acquainted with. So, for the record (and not at all copied directly out of the Mortal Kombat comic book) here they are.



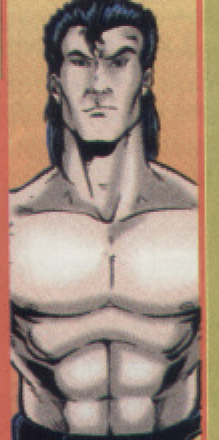
KANO

Age: 35
Height: 6'
Weight: 205lbs
Hair: Black.
Eyes: 1 Brown, 1 Infra-red (built into metal implant).
Legal Status: Deported from Japan, wanted criminal in 35 countries.
Known Relatives: None - was orphaned as a small child by an American woman in Tokyo.
Birthplace: Unknown.
Occupation: Criminal member of the Black Dragon organisation.



SONYA BLADE

Age: 26
Height: 5'10"
Weight: 140lbs
Hair: Brown.
Eyes: Blue.
Legal Status: Citizen of the United States.
Known Relatives: Major Herman Blade, father; Erica Blade, mother; Daniel Blade, twin brother (deceased).
Birthplace: Austin, Texas.
Occupation: Lieutenant in the US Army, member of a special Para-Military police force.



LUI KANG

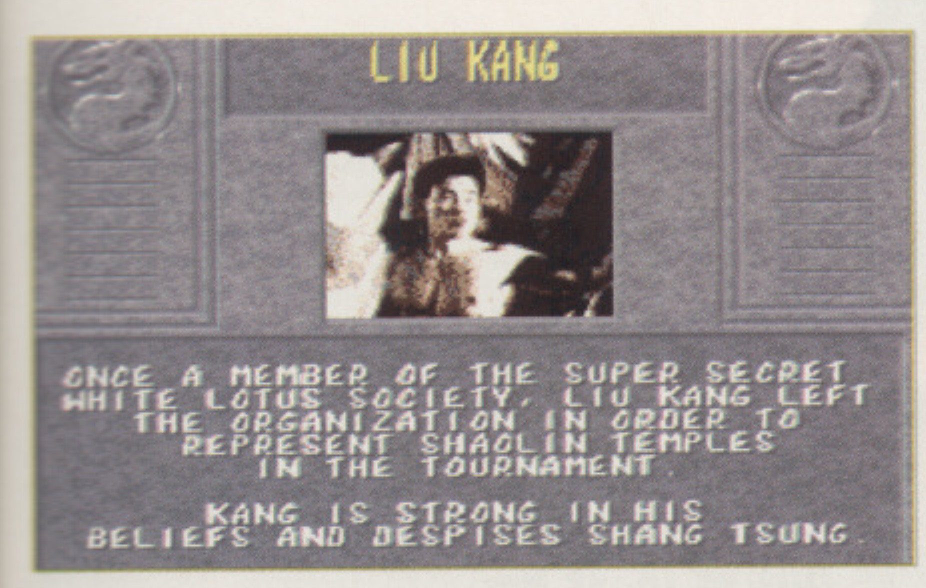
Age: 24
Height: 5'10"
Weight: 185lbs
Hair: Black.
Eyes: Brown.
Legal Status: Citizen of the People's Rebublic of China.
Known Relatives: Lee Kang, father (deceased); Lin Kang, mother (deceased); Chow Kang, brother (whereabouts unknown).
Birthplace: Honan Province, China.
Occupation: Shaolin Monk, fisherman.



JOHNNY CAGE

Age: 29
Height: 6'1"
Weight: 200lbs
Hair: Brown.
Eyes: Blue.
Legal Status: Citizen of the United States.
Known Relatives: Robert Charlton, father; Rose Charlton, mother; Rebecca Charlton, Sister; Cindy Ford, wife (divorced).
Birthplace: Venice, California.
Occupation: Actor.





although it's all down to memory at the end of the day.

"We've given Allister [Brimble] the arcade soundtrack and sound effects with all the digitised speech prioritised so that the really important ones do get included. If there are any tiny amounts of memory left when the game is finally finished then we'll use that to add more effects."

The media coverage of computer games has escalated over the past months, with violence being a topic that has been discussed time and again. Is Adrian worried about all this attention? "No, I think it's brilliant - we haven't ever had this much media coverage and the more the merrier! I believe some people do truly think that there is a problem but most don't really care and some think that all the blood is brilliant.

"Personally, I think that it doesn't make any difference to the game but as long as we're getting coverage from newspapers and TV I don't mind. Mortal Kombat's the name that's being splattered all over the place. There are a lot worse things going on in the world which will affect children or people who are very impressionable."

Nintendo were so concerned that Mortal Kombat didn't conform to their strict family image that they completely removed all the blood and finishing moves from the SNES version. Will this be the case with the Amiga version? "That's not our decision," Adrian states. "We've got the gore option in there at the moment, which you can turn on and off, but it will be the publisher's decision at the end of the day as to whether or not it remains in the final version. If Virgin don't want it in then it's easy enough to edit the code out."

It will come as a surprise to learn that this is Adrian's first Amiga project as he's previously been involved with developing console 'games' alone. He's finding the task refreshing because there aren't any of the nightmares like having to get your game approved by Sega or Nintendo before they'll even allocate a release date, which can sometimes be months after a game is finished.

"The good thing about Amiga games is that they can be duplicated very quickly. I always tend to think months ahead when I'm working on a game and because I've been involved with console games which take ages to duplicate I still find it hard to believe that Mortal Kombat should be released within the next month or so. You can finish an Amiga game one day and find it in the shops two weeks later."

With the release date drawing ever closer, Adrian's confident that Mortal Kombat will sell like Jurassic Park merchandise, although he does have a few worries: "My biggest concern, as I've said, is the control method - that alone will either make or break it. The game won't be slow; the graphics will be exceptional for an Amiga game. especially when you consider the size of them.

"Obviously there won't be any parallax in the background, which is a bit of a bummer, but there isn't any major parallax in the first place. The slapheads in one of the backgrounds don't nod up and down or clap like they do in the arcade version, but that's not exactly important to the gameplay, is it?"

The sheer hype that the game is already generating should translate into an incredible amount of sales but the care and attention with which Probe are converting Mortal Kombat to the Amiga should ensure that for once the game will live up to all our expectations. Let's hope so, anyway.

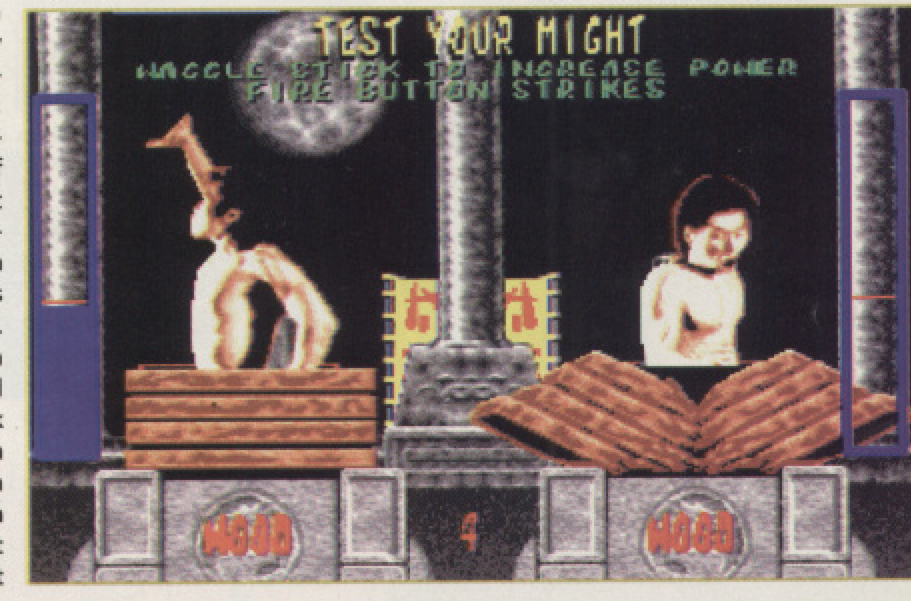
SEEN THIS BEFORE?

I'm willing to bet a half-eaten Lion Bar that every single one of you out there has been to see either Jurassic Park, Last Action Hero or Super Mario Bros: The Movie. If that's the case (and provided you entered the auditorium before the adverts commenced) then you'll have seen the Mortal Kombat cinema ad.

Filmed in America it depicts some kid shouting out "Mortal Kombat" a lot while billions of people run around the streets, all interspersed with clips of the game (minus the gore, of course). This is the first computer game cinema ad of its kind and has been shown to over 11 million people throughout Europe.

During the run-up to Christmas you can expect to see more cinema ads, much along the same lines, with an intensive TV campaign which will cost a considerable amount of money (they won't tell us how much exactly, but you can bet it's more than you or I could dream of). Just thought you'd like to know.

(Below) The sub-games involve testing your might by destroying a number of tough substances. Here, Lui sorts some wood out.





RAIDEN

Age: Eternal
Height: 7'
Weight: 350lbs
Hair: Black.
Eyes: None.
Legal Status: Does not apply - Deity.
Known Relatives: None.
Birthplace: None.
Occupation: Thunder God.



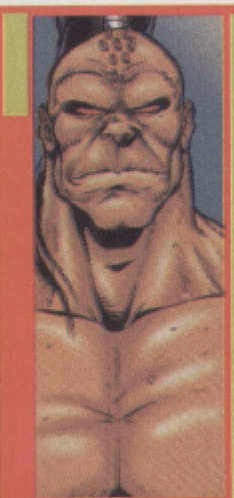
SUB-ZERO

Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black.
Eyes: Brown.
Legal Status: None. However, resides somewhere in China.
Known Relatives: None
Birthplace: Unknown.
Occupation: Life long member of the Lin Kuei, a rare clan of Chinese Ninja-type assassins.



SCORPION

Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black.
Eyes: Varies.
Legal Status: Scorpion is a reincarnated spectre and has no legal status.
Known Relatives: Wife and child in former life.
Birthplace: In former life - unknown; as Scorpion - Hell.
Occupation: In former life - unknown; as Scorpion - a lost soul hell-bent on revenge.



GORO

Age: 2000
Height: 8'2"
Weight: 550lbs
Hair: Black.
Eyes: Red.
Legal Status: Earth - none; Outworld - Prince of Kuatan.
Known Relatives: King Gorback, father; Queen Mai, mother. Goro also has 7 wives.
Birthplace: Kutan, 4th astral plane of Shokan, realm of the Underworld.
Occupation: Prince of Kuatan, Ruler Supreme of Shokan's armies.



TO SLEEP, PERCHANCE

Matt Broughton has had some strange dreams in his time - generally about being able to fly or dancing with lots of naked cheerleaders, but at least he doesn't kill people when he wakes up. With this is mind, we sent him off to look at the latest in over-the-top overhead violence... Dreamweb.

It's not often that anything surprising happens in the offices of The One. We all generally know what's going on in the world and it's very rare that anything makes us jump and gasp. So you can probably imagine how surprised I was when the lovely Carol from Empire slunk in one day, acting dead casual like, and blew me away with a relatively unknown gem by the name of Dreamweb. The second surprise came in the form of the game's story, which is very strange...

Human behaviour, according to the game's creators, is a fickle thing influenced by fluctuations in the Dreamweb, a strange realm of the subconscious. Seven humans are randomly selected by this mysterious force and depending on the character of these people the fortunes of mankind alter accordingly. If the Web chooses more evil people than good then it will be a time of war and disaster, if the Web picks more good than evil then it will be a time of peace and harmony.

It's a system that worked fine - until now. The Web has selected seven evil people as its sample, with the dread result that mankind is on the brink of destruction. Recognising this peril, the ethereal guardians of the Web have selected one person to break the control of evil and fight for good. One person against a power so strong you cannot begin to comprehend it outside your dreams. That one person is Ryan... you.

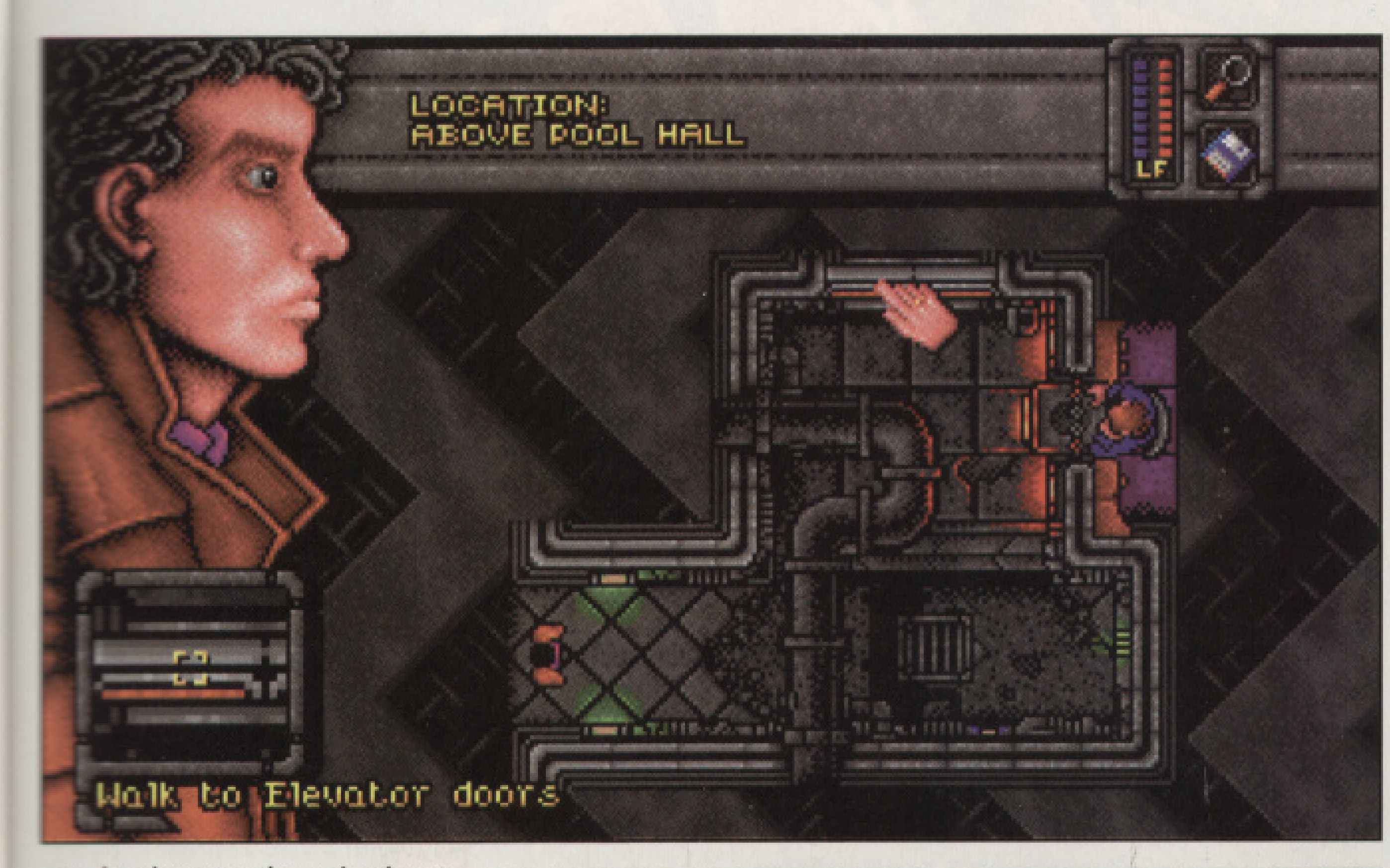
Weird, huh? Dreamweb is an overhead-viewed RPG that follows the adventures and trials of Ryan, a man whose dreams have driven him to carry out the assassination of the seven people whom he believes to be adversely influencing the Dreamweb.

You control Ryan with a game system that combines the ease of a mouse-driven player interface with the depth and complexity of an old-style text adventure. Although it looks much like a free-roaming





By clicking on Ryan's jacket you can take a look at his inventory which shows items currently worn as well as items carried. There are hundreds of objects in the game that can all be viewed individually (above) and each is accompanied by a detailed text description. From here you can manipulate till your heart's content and select any objects that you wish to use. A big gun is always useful I find.



TO DREAM

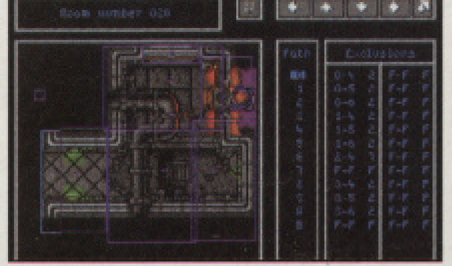
arcade adventure the action is actually choreographed. For example, if you instruct Ryan to shoot someone he will pull out his gun, get into position and perform the dirty deed without you actually having to laboriously carry out each action individually. If, however, you hadn't properly completed a relevant puzzle or had missed a vital piece of information along the way then you might risk missing your target or even being shot in return.

A clever and unique aspect of the game system is the magnifying function. The small window in the bottom-left corner of the screen displays a blown-up picture of the screen area directly under the mouse pointer along with a text description of any useful objects and items in view, which makes it very easy to explore the busy rooms you come across right down to a single pixel.

After a few minutes watching the game running you can't help but notice that some scenes are pretty over-the-top violent and some are very sexy - not the sort of things you normally see in today's typically family values-friendly games. What sort of audience are developers Creative Reality aiming at? "The game does have an adult theme," admits coder Keith Dodwell. "It's aimed roughly at the same audience as Bladerunner and Akira."

The game boasts, amongst other things, over 4000 individually hand-drawn frames of animation, 200 rooms spread over 30 locations, hundreds of items to be picked up and used, not to mention over 80 characters to interact with. Where do you start putting something of this size of this together? "The task of programming any adventure is huge," claims Keith. "So we started by producing an editor that would allow us to create locations for the game and fill them with objects, people, descriptions and conversations. We tried to plan what we would need to put into the editor but it was difficult to try and anticipate what we would need when the game hadn't even been started as such.

"After coding some of the game we discovered that there were things that we'd forgotten or needed to change, so the editor was updated. This went on for some time and the whole thing was a logistical nightmare. Eventually we decided to




Here you can see the location editor in action putting together two of the many hundreds of rooms. The editor was written on the PC and allows the lads to convert graphics and programming (done in Turbo Assembler) across to the Amiga. There are over 4000 frames of animation alone, each frame hand-drawn by Dave. Most of the graphics are drawn on the editor although some of the larger graphics are drawn using DPaint on the PC.

PROJECT: Dreamweb

PUBLISHER: Empire Software

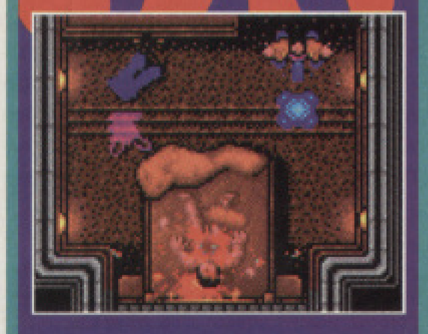
DEVELOPER: Creative Reality: Neil Dodwell (programming); Dave Dew (graphics).

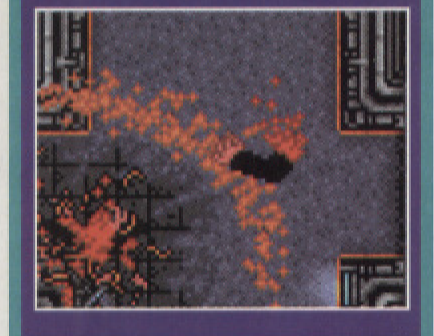
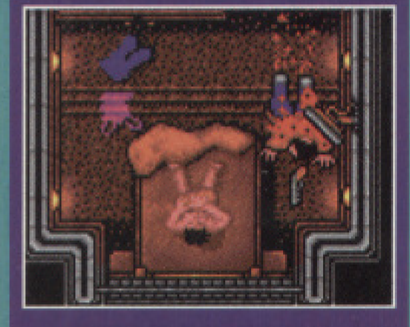
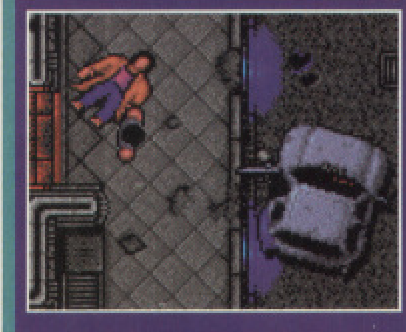
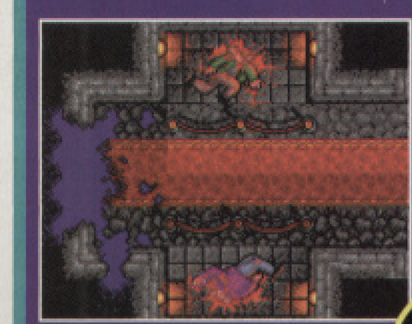
INITIATED: 1991

RELEASE: Early 1994

MATT'S GALLERY OF DEATH

As previously mentioned Dreamweb is violent and, because I understand the needs of our readers, I have compiled for you a collection of my favourite deaths. Enjoy.



rewrite the adventure system from scratch and only salvaged about five locations from our previous efforts. The end result was basically the system we have today."

What were the next steps once the system was created? "From then on our work involved the design and drawing of each room on the editor and then the programming of this into the game. To our amazement nearly every puzzle we've come up with has slotted into our system with no changes needed. We had created, by trial and error, an extremely versatile adventure system which we could adapt to almost any story line."

The game revolves around the intricate object manipulation and the lads are very proud of the fact that every object can be examined in minute detail with every pixel detected perfectly. "There are no clever techniques or digitising involved", says Dave. "The graphics are heavily stylised and influenced by Bladerunner. Every single object has a large amount of text to describe it, even though there may be many hundreds of items in a single location. There are also several bits of the game that had to be programmed specially - the Network monitor which is an on-line information system, various computers, terminals, security machines, etc.

"Objects can be picked up and dropped anywhere on the map (unlike most adventures) and the game keeps track of all this manipulating using complex data structures. When objects are used by the player they spark off a detailed animation reel which can show multiple frames animating together and further objects on the map can be manipulated as it is animating. These animation reels are the core of the game's graphic system."

Well, you certainly can't argue with them - the graphics look stunning when they move and the game plays with a very noticeable style. I think we're all in for a treat and I personally can't wait.

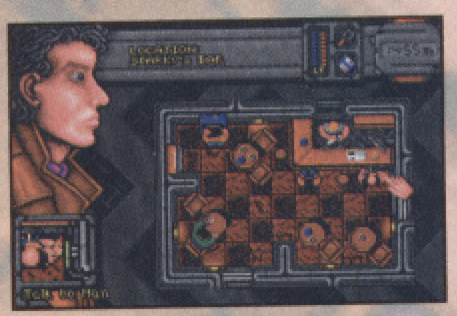


Travel from location to location is instant and controlled by this screen which shows the locations currently visitable. The number of options increases as you find out about more locations and various places of interest. I'm looking for a rock star at the moment so I imagine Sparky's Bar is about the best place to start.

"The idea of the game probably started with the name Dreamweb which we thought was a powerful, film-like name. The whole project went through many ideas and story lines before we eventually arrived at the game as it is now."

Neil Dodwell, Dreamweb's programmer.

(Below) Object manipulation and character conversations are controlled using the magnifying window. This enlarges the small area around your cursor and gives a description of what you're looking at - allowing you to pick up objects, chat to people and shoot people (of course).

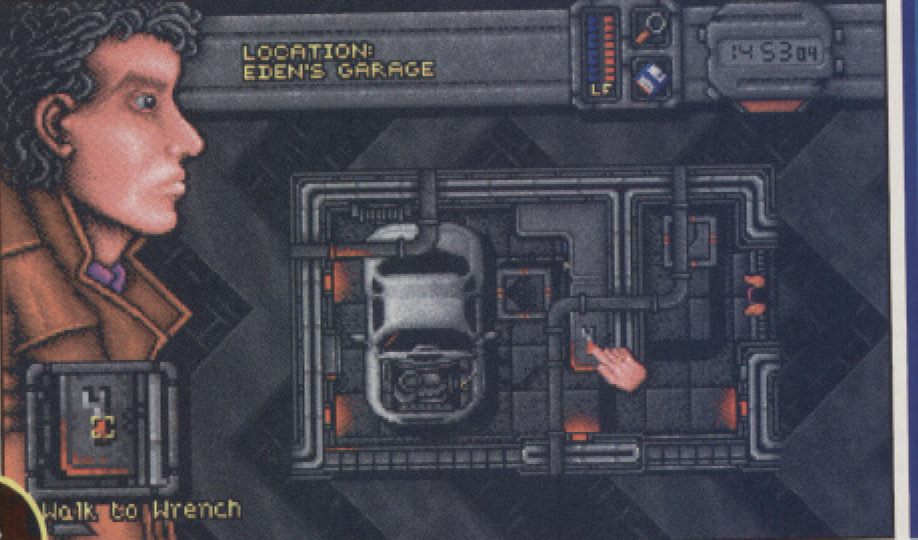


TEN THINGS YOU MOST DEFINITELY WON'T FIND IN THE DREAMWEB

The lads at Creative Reality would like to point out that this is an original product and will feature none of the following:

- Princesses to rescue.
- Cute Nintendo-friendly graphics.
- One object per room with a one word description.
- Digitised graphics.
- Loads of disk access for no reason.
- Dinosaurs. (Hooray! - Ed.)
- Coding in 'C'.
- Fonts ripped out of DPaint.
- Arcade action.
- Lemmings.





TEAM TALK

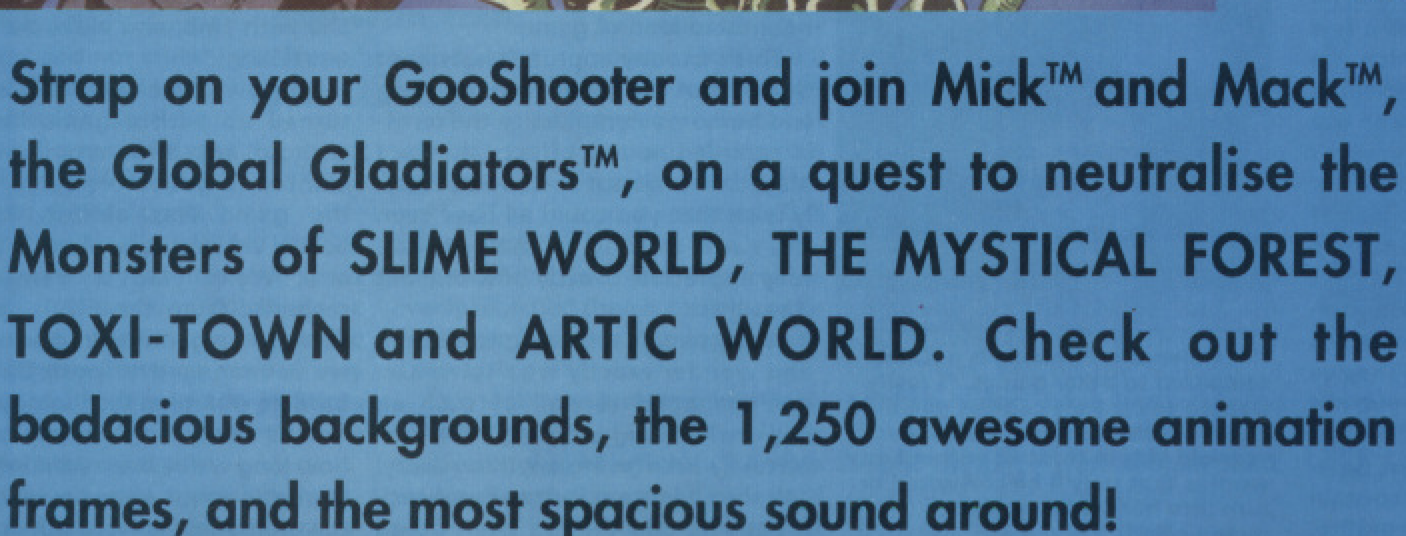
The development team behind Dreamweb, Creative Reality, was formed about four years ago and now consists of just two people, Neil Dodwell coding and Dave Dew graphics. "Neither of us have ever had any formal training for what we do," says Keith, "and we've never had a 'proper job' - this is all we've ever done. We seem to work well as a team and our best work has always been stuff we've collaborated on.

"We've worked on nearly all machines and produced about fifteen products between us. These include Myth for System 3, several older Spectrum games including Nemesis the Warlock and Slain from 2000AD, plus various conversions onto console. Dreamweb was partly funded by producing the 8-bit console versions of Last Action Hero, which took a few month out of Dreamweb's development."

Because the project is produced by only two people it's resulted in a game with a very strong character, undiluted by too many people sticking their oars in. So where did the idea come from to produce this kind of game? "It's hard to trace back to when we originally thought of Dreamweb because it was such a long time ago - sometime in 1989. We knew that we wanted to do a big game next - we'd had enough of linear platform games and it was time to do something for ourselves.

"The idea of the game probably started with the name Dreamweb which we thought was a powerful, film-like name. The whole project went through many ideas and story lines before we eventually arrived at the game as it is now."

GLOBAL GLADIATORS™







PROJECT: Elfmania

PUBLISHER: Renegade

DEVELOPER: Terramarque: Savi K. Ka (major bugs); Tai-pan (extra bugs); C. Ken Fen, De-an, Golem (muhum gfx); Allan M, Prime P (tenko voices); Mr Jo Ker (brain damage).

INITIATED: Autumn 1992

RELEASE: Christmas 1993

It's funny how brilliant things can have their impact doubled whenever you're least expecting them. It's like finding a tenner in the back pocket of a pair of trousers you wore to a wedding six months ago or discovering that there's a half nibbled Mars bar in your desk drawer just as you're beginning to feel peckish - extremely excellent when you know they're there, but trouser-wettingly fabulous when you don't.

Such is the case with Elfmania, the first game from new boys Terramarque. Like Bloodhouse, the team behind Stardust (which has just been signed up by Daze, by the way, and should be released within the next couple of months), they hail from chilly Finland and, if you haven't guessed from the dodgy names in the info panel at the top of the page, consist entirely of ex-demo coders. And, again like Bloodhouse, they've got a stunning surprise game to show off.

I'm not quite sure what Ilari Kuittinen, the guy who demoed the game to us, has to do with Elfmania. He described his role as "father of Terramarque," which presumably means he's in charge of the development team. If this is the case then he's going to become incredibly rich over the next few months because Elfmania deserves to sell at least five billion times more than Street Fighter 2 - people at the ECTS gasped in awe at the huge, smoothly-animated character sprites, the simply gorgeous parallax scrolling and the stunning animated backgrounds (yeah, like who said it can't be done?), and they steadfastly refused to believe that the game was running on a bog-standard Amiga 500.

As far as combat games go, this is the closest an Amiga owner is going to get to owning a high-spec arcade machine on free play. The player controls one character, selected from a choice of six, who roams the fantasy land of Elfmania trying to prove that he or she is the hardest of them all. Just like Street Fighter 2, Body Blows and Mortal Kombat, each character has a few specific special moves which are unique to whoever you are playing so learning the correct way to use each fighter will be the key factor in deciding the Elfmania Champ.

Yes, it does sound like Street Fighter 2, but Ilari claims that the team's main influences haven't come from Capcom's all-conquering arcade game: "Most people will think that but it's not true. They've seen it briefly, sure, but they're not great fans of it. They just set out to create a really decent beat-'em-up that doesn't contain large amounts of brutality.





(Top)"Our philosophy for our future games is to show that you can have family-orientated games that appeal to everybody, even the gamers who prefer tons of gore. You can do good games without excess violence," says Ilari.

(Above)The Fat King's at it once again, this time against the lethal Guardian. This fight is taking place in the Throne Room which has animated flames flickering in the background and a few royal objects scrolling in the foreground.



"There are still a couple more characters to be put in the game," admits Ilari, "another two elves of some description, but we're not too sure what special moves they'll have yet."



The violence is Elfmania is nothing compared to other games. "I really wanted to create a combat game which adults can leave their five-year-old kids in front of without any worries that they'll be corrupted or turn into homicidal maniacs," remarks Ilari.



The waterfall is the most stunning location you'll find within Elfmania and I'm sure that within a couple of weeks of release you'll be able to buy picture postcards of it from your local newsie. Almost everything is animated - the waterfall cascades down the cliff, fish leap from the crystal clear water, ripples are generated by the character's movement. It's truly beautiful.

The approach they've taken is very cartoony - what with the birds spinning around your head when you become stunned. It's a very family-orientated kind of game."

This cartoony approach is evident throughout the game, from the crisp and humorous graphics to the terrific sampled sound effects that are played throughout each bout. I really wish that you could all have seen the game moving so that you can fully appreciate exactly how brilliant it really is.

Many people are going to sit back and wonder exactly who Terramarque managed to pull of such an impressive programming feat. Ilari certainly isn't giving anything away: "All the coders are former demo programmers and they've been doing impressive things with the Amiga for ages. No-one else is going to be able to figure out how we've managed to do this on a standard Amiga 500 with 1Mb, and we're definitely not telling!"

So how comes Ilari and co just turned up with a game like this without any prior warning? "We wanted to get to the stage where the game was almost finished before we started to show it to anyone. We've had a tremendous response from the ECTS - people seem to be genuinely pleased that we've managed to push back the barriers of Amiga technology.

"It's really hard to say exactly how long we've been working on it. Up until about seven months ago the programmers were working part



ATEVER NEXT?

Come in all you sad excuses for combat games - your time is almost up. Come Christmas you'll be exposed for the shameful pieces of software that you really are. Simon Byron reports on Renegade's breathtaking new beat-'em-up.

time, but since then it's been really hectic. But I think it's been worth it."

Like any 90's combat game, Elfmania contains its fair share of special moves. Each character has one super-hard method of attack, but rather than having to move the joystick to the left, sweep through all the diagonals then press fire whilst moving up (the Street Fighter 2 method), Elfmania works slightly differently. Let's take the Guardian, for example. His special move sends him spinning across the screen, sword outstretched, heavily damaging anyone who blocks his path. To do this you have to push up and left (which will cause him to do one spin) several times in succession so that every time he stops his single spin you start him off again. After three or four revolutions, the Guardian will be powered up and hurtling across the screen. It's a lot easier to do than describe, believe me.

> **"No-one else is going to be able to figure out how we've managed to do this on a standard Amiga 500 with 1Mb, and we're definitely not telling!"**
>
> **Ilari Kittinen, Terramarque.**

Why have the team opted for this unique method and not stuck with the tried and tested formula? "I guess we have increased the playability by doing it this way. You don't have to memorise all the joystick moves - it's very intuitive. We spent a lot of time working out the logic behind our special moves, unlike Street Fighter 2's which were all very hard to pull off and the joysticks moves necessary to initiate them didn't make any sense.

"There's always a problem working out things for a one-button joystick, but that's what we set out to do. Street Fighter 2 treated one-button joysticks as a burden, but because this is an Amiga game and not an arcade conversion we've been able to specify from the start how things will work."

Each character starts the game with a pocketful of coins. These act as energy: the more coins you have, the more hits you can take - if you become bankrupt you're out of the game. After each successful punch-up bonus coins rain from the sky, and these can be collected to beef you up ready for the next bout.

As a precautionary device to stop players from constantly using specials, the Elfmania team have added a special feature called 'adrenalinise' which causes characters to chuck their coins at their opponents if they do three or more special moves in a single bout. If your opponent is struck by one of your coins then he'll loose a bit more energy but, of course, every coin you chuck depletes your reserves. This isn't a problem if you're easily winning the fight but if both fighters are evenly matched then it can mean the difference between winning the battle or losing it.

"It's really the last resort," stresses Ilari. "You shouldn't adrenalinise at the begging of a fight otherwise you're almost guaranteed to lose. If you want to finish someone off quickly, though, then it's a good tactic to use."



Here we see the Fat King taking on the nimble Pirate lady. The two characters here highlight the differences between the fighters - the Fat King is one of the slowest of the six but his hammer is extremely powerful and he can withstand large amounts of pain while the Pirate is colmpletely the opposite; she's the quickest of the lot but not very hard.

I'm almost at the bottom of the page and I haven't even begun to mention the amazing rotating bitmapped floors and rather special disk loading system which lets you remove disks while the game is accessing them without crashing the computer (useful? Nope, but still impressive) - both of which are technical firsts. Maybe the majority of English coders have just accepted that the Amiga can't handle certain things without having actually tried. One thing's for sure, after Elfmania there can be no more excuses.


Whenever we receive Public Domain demos with all their flashy graphic we often remark, "Why don't you spend time writing a proper game or haven't you got any real talent?" Er, we won't be saying that any more.

PROJECT: Evolution: Lost In Time
PUBLISHER: US Gold
DEVELOPER: Imagitec: Martin Cowen (design); Kevin McIntosh (programming); Julian Holtom, Andy Walker, Pete Goldsmith (graphic); Marie Fox (storyboard designer & graphics); Ian Howe (sound).
INITIATED: Christmas 1992
RELEASE: Early 1994

CLIMBING THE LADDER

The Humans will soon be returning to our screens in a slightly different guise, thanks to developers Imagitec. Matt Broughton has been described as the missing link time and time again, so who better to bring you this first look?

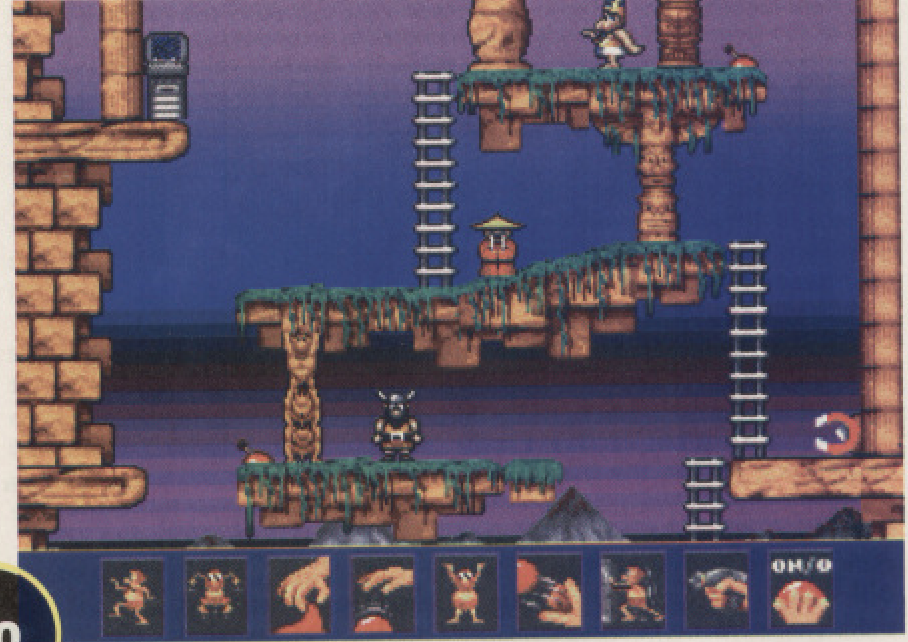
Some loved The Humans, some didn't. And what was the detractors' general complaint? "It's not as good as Lemmings." That's the problem facing any game trying to make it in the arcade puzzle market - it's dominated by the shadow of those green-haired little tykes. But Imagitec, The Humans' creators, reckon that with Evolution: Lost In Time they've come up with something to stomp those suicidal sweeties into history once and for all.

While Evolution shares some visual and gameplay similarities to The Humans, Imagitec is keen to stress that this is a very different affair. "The original idea for Evolution came about while we were still doing Humans," explains designer Martin Cowen (AKA Piglet). "But we decided rather than do a sequel, we'd do a game that had the same kind of basis. You could call it a sequel in the loosest terms, but there's a lot that's different about it. I started working on the design concept for it about nine months ago."

With Evolution not due for completion until early next year, the question is why spend so long developing a sequel? For a good few software developers - and naming no names - all you need to do for a follow-up is design some more levels. Wasn't The Humans good enough already? "Humans was a good game, but it could have been better, as all games could be," says Martin. "We got a lot of feedback off it, and decided we wanted another game in the same vein and used all the feedback to shape it. Basically we just wanted to do a better game. We like Humans, and we know it's crying out for a straight sequel, but we feel that would just be a commercial cop-out. We decided to do something that was like it, but worth the money!"



(Above) As you can see, the graphical similarities to Humans are great, but the game itself is very different.



For your information, the story tells of six historical characters who have been kidnapped by time-travelling aliens as additions to their collection of bizarre lifeforms. Unfortunately, the aliens make the mistake of also kidnapping one of the cavemen from the original Humans, who overpowers the aliens and frees the captives. As a result you have Robin Hood, Merlin, Ramasese, Confucius, a Viking and a Ninja, all running loose on a strange alien moon, all with varying capabilities and all feeling a little like fish out of water.

By using the characters in various permutations, progress through the game's many levels is achieved - a bit like The Lost Vikings. En route there are technological 'discoveries' to be made, providing new abilities to experiment with, much like the fire and wheels in The Humans.

How does someone come out with such an odd plot without resorting to illegal cigarettes? "We started with the consumer feedback, finding out what the major complaints were about The Humans. Then we sat down with a storyboard artist and figured out what we liked about The Humans and would like to include in the new game, things like the animation style, the cartoon sequences and so on. We knew it

was going to be a puzzle game, but we wanted it to be a different kind of puzzle game, with more logistic elements than The Humans had. We built it up from those three starting points. You find you tend to start with some incredibly loose ideas, and end up running out three or four designs from those ideas.

"The tough bit has been figuring out how the hell we're going to fit all the extra graphics and features in, and not have the game coming on fifteen disks! Working out what we could and what we couldn't include has been the biggest problem so far. A lot of the stuff we've had to streamline, rather than drop. We just had to be careful not to put in any garbage, to make sure than only the good stuff goes in."

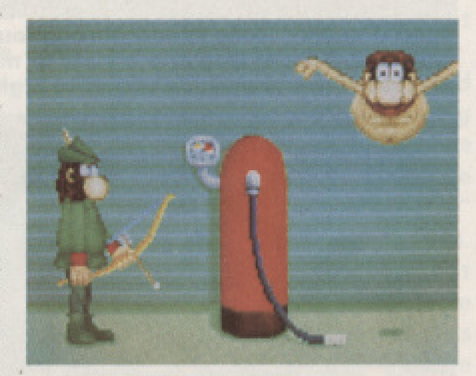
> **"We like Humans, and we know it's crying out for a straight sequel, but we feel that would just be a commercial cop-out."**
>
> **Martin Cowen, Evolution's designer.**

Animated sequences do take up a lot of room, however, which is why the package will probably come on five disks. The Humans only has half a dozen different animations, whereas Evolution carries one for every 'discovery' (that's 12 to you) plus full intro and outtro animations. All are, of course, very funny.

What kind of humour are they trying to emulate, though? Oscar Wilde? Tom Sharpe? "It's the humour of authors such as Douglas Adams and Robert Rankin, that kind of off-the-wall, slapstick humour," explains Martin. "That's probably the only really direct source that I can quote. For instance, there's Wile E. Coyote style accidents all the way through.

"The discovery of the Rocket Pack has a particularly ace animated sequence. It looks like it's straight out of that kind of cartoon genre. What happens is this little Egyptian guy finds a rocket pack, and spies a flashing red button. He presses it and disappears at great speed from the top of the screen. Then it pans out to a panoramic view of the moon's surface with this tiny dot flying around completely out of control. Then we come back to him, and he's flying along looking like he's getting the hang of it. Then it runs out of fuel, and you get this typical Roadrunner shot from above with this dot disappearing into the distance, and a little cloud of dust when he hits the ground! "It's that kind of humour that we've tried to include, not only in the animated sequences but also in the spot animations in the game itself. We want to keep it all the way through the game, so that people are always laughing. That's why The Humans was so successful. People can get fun out of just watching the game as well as playing it."

It's early days at the moment, as most of the last nine months have been spent on game and graphic design. Right now the levels are being pieced together and there will probably be something fully playable in the next couple of months, so get ready to have your ribs tickled. Whether or not Evolution is a Lemmings beater is too far away to tell but I for one can't wait to find out.



(Above) An example of one of the many humourous between-level animsations



PUPPY POWER!

We've always thought that Wonder Woman was a bit of a dog and here's proof in the form of Core's sexy Mega CD conversion. Simon Byron paws-es for thought and takes a quick look behind the, er, kennels. As well as making lots of crap dog references.

"It's fast and big," apparently. No, not Dave whenever he hears the word 'food' but Wonder Dog, Core Design's superlative Mega CD conversion, as described by Dan Scott, the game's lone programmer. What he failed to mention in his brief statement was how weird and totally off-the-wall the game is. Listen to this rubbish and you'll see why.

Planet K-9, a tranquil doggy haven, has suddenly been invaded by the ferocious PitBully Space Armada. The fate of this once-peaceful planet now rests on a distant hope - Wonder Dog, a pup who has developed amazing powers after being injected with the special Wonder serum.

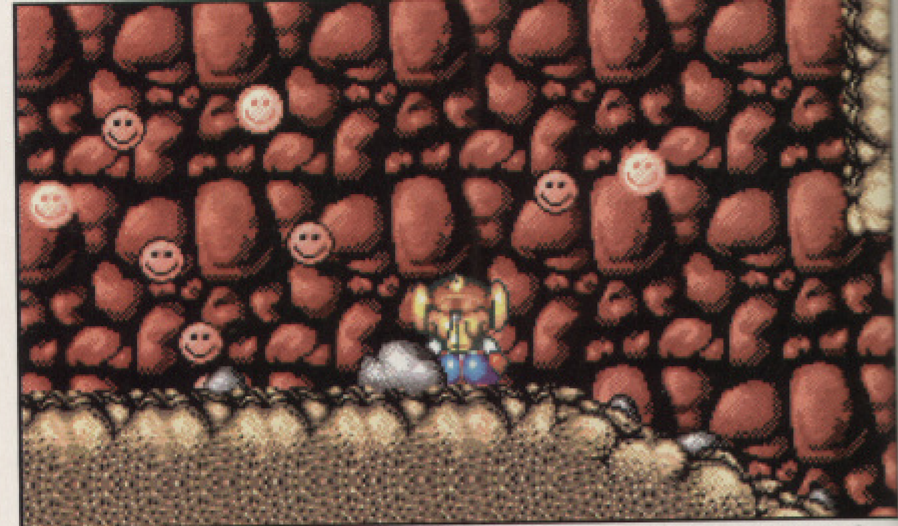
Weird, huh? I reckon that most game designers must have been dropped on their heads as children because there's something not quite right about scenarios like that. Which is kind of odd because there's something very right about the game itself - it's one of the smartest and cutest things we've seen all year.

As you can tell from the screenshots, the game's an eight-way-scrolling platform romp (okay, so you can't see from the piccies that Wonder Dog scrolls, you'll just have to believe me), similar to Chuck Rock 2 and Premiere. And as Dan played an important part in both those games it might be wise to ask him how Wonder Dog compares to the two. "It's definitely better than Chuck 2 and Premiere," he raves.

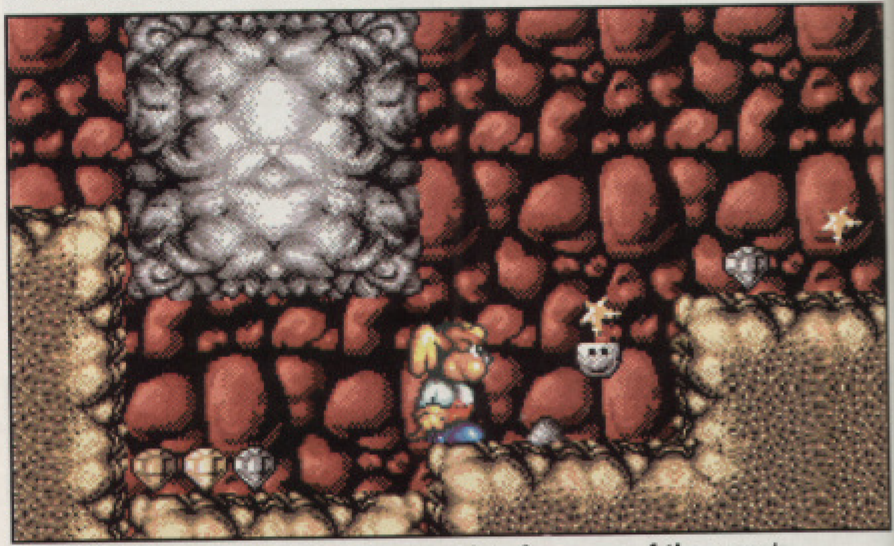
Fine. But why? "Because it's a near-identical clone of the Mega CD version, which was brilliant fun and extremely popular. I actually suggested to Core that they converted it to the Amiga because it is a project that I'm interested in and I think I can do the best job in a relatively short period of time."

Wonder Dog begins his quest at Bunny Meadow, where he's gradually taught (more by force than anything) how to use his magic star throwing abilities. From there he travels to the Moon, Planet Weird and Planet Foggia until he eventually winds up back on K-9 to polish off the Pitbullies once and for all. Along his way he can collect all kinds of bonus-related objects such as energy-boosting wings and stuff like that. It's all very good, really.

Dan's Chuck Rock 2 and Premiere experiences have been very handy. Rather than coding a game completely from scratch, some programmers often re-use bits of their old games, allowing them more time to concentrate on perfecting the gameplay. This is the case with Wonder Dog. "The way Wonder Dog's scrolling and sprite handling work are both very similar to Chuck 2,"



Special 'smiley' icons appear throughout the level which, when collected, will send Wonder Dog into a state of meditation and reveal the many invisible platforms that allow access to higher levels. Blimey - that's good.



The screenshots around the page are taken from one of the game's cavernous bonus levels. The majority of the main action will be set outside but there aren't any pictures of that just yet. Sorry.









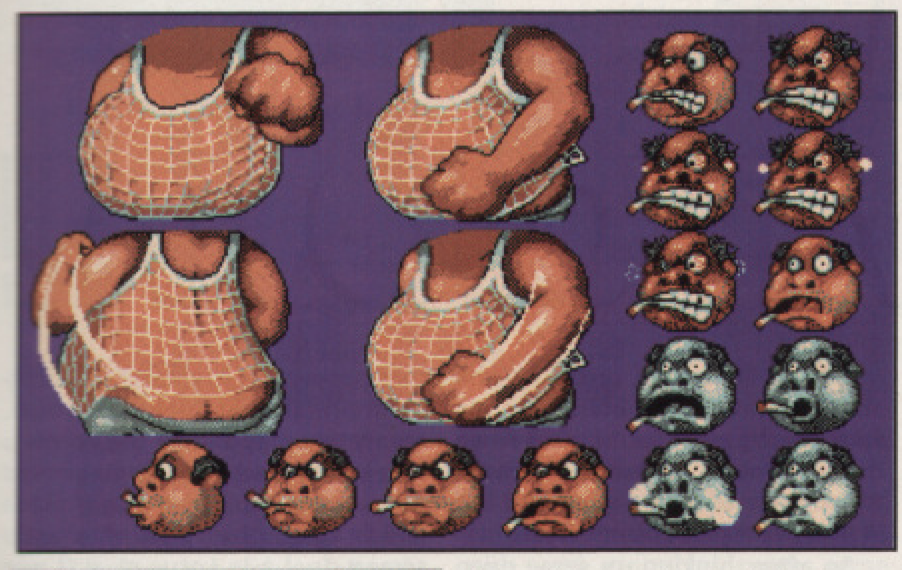
PROJECT: Wonder Dog

PUBLISHER: Core Design

DEVELOPER: In-house: Dan Scott (programming); Adrian Mannion (graphics); Martin Iverson (music/sound effects); Bob Churchill (design)

INITIATED: May 1993

RELEASE: October 1993





(Above) Some of the individual sprites that will be pieced together to form one of the end-of-level bosses. Notice the builder-like rear end. Attractive, isn't it?

(Left) How much is that doggy in the window. The one with the waggly tail. How much is that doggy in the window. I do hope that doggy's for sale.

(Right) One of the many sidebars that accompany every editorial page in The One. Yellow indicates a Work In Progress

says Dan, "so I've been able to use those routines again. I've had about five months to convert Wonder Dog and every little bit of help is appreciated."

Apart from the odd chat with the original programmer (who conveniently sits nearby), Dan is all on his lonesome and the sheer amount of work Wonder Dog requires is enough to break even the toughest cookie. Lesser programmers would be driven crazy and start talking to imaginary friends, making two cups of tea for themselves and phoning up their answering machine at home so that they'll have messages to listen to after work. Dan hasn't got time to mess around like that because Wonder Dog's impressive credentials demand a great deal of time and effort to get just right.

> "... it is a project that I'm interested in and I think I can do the best job in a relatively short period of time."
>
> **Dan Scott, Wonder Dog programmer**

In the finished version, released this month, you'll be treated to such delights as true 50 frames a second screen update, over 100 frames of main character animation and - get this - almost 400 enemies!

400!?!?!? "Yes, I haven't finished programming them all yet but there really are loads in there" confides Dan. "There is that amount because the game was \written for the Mega CD and all the storage capacity that goes with CDs means that you aren't restricted by disk space and the like. The idea was to cram as much as possible onto the CD and we haven't cut any of it out apart from the animated intro.

"There are a couple of minor graphical differences, but they'll not affect the way the game plays at all. I've had to reduce the amount of colours on-screen and lose the animated backdrops but that's it, really. I'm very pleased with the way it's looking."

And so he should be. The reason the game looks so jaw-droppingly smart is something to do with it "being done in dual playfield, so there are two eight-colour playfields with the hardware sprites being used for the main character," if you can understand that. I don't, though, so let's move straight on to 'gameplay improvements'.

Right, there is one major gameplay improvement over the Mega CD version that is so subtle most people wouldn't recognise it if it was tattooed on the inside of their eyelids and highlighted with a fluorescent marker. Over to Dan for the latest developments: "In the original Mega CD version, you could only fire one star at a time but it was decided that this made the game far too hard. The programmers changed it to three, which made the game too easy. The Amiga version, however, only allows you to fire two and I think this has improved the playability and challenge. A good compromise, I think you'll agree."

It's unfortunate that due to Dan's pressing commitments (creating console games, would you believe?), there won't be a CD32 or A1200 version of Wonder Dog. "I'd really love to," he confesses, "I would have liked to put moving backgrounds in there, that way the CD32 version would certainly be an identical copy."

It'll be interesting to see how the final version of Wonder Dog turns out because it's the first game to be converted from the Mega CD. Just think - one of the Mega CD's most prestigious titles converted avec bells and whistles to the humble Amiga 500. Imagine what our console-owning 'friends' will think of the first proper CD32 games...



All of Wonder Dog's wondrous graphics have been created with loving care and this really shows when you see them animating. Here's a quick mutt joke: What do you call a dog with wings? Answer: Linda McCartney.

If you're really that interested in seeing the characters move right now then simply cut out each one and stick them on separate pages of a small notepad. Then, you can flick through the pages and the little people will spring to life.










PROJECT: F1
PUBLISHER: Domark
DEVELOPER: Lankhor
INITIATED: May 1993
RELEASE: November 1993

VROOM, VROOM!

It's all rubbish and no details as Simon Byron reveals that he doesn't know much about Domark's exhilarating racing simulation.



In a world obsessed with technological advances and progress it's frightening to know that the simple things in life we once took for granted are in danger of becoming extinct.

Personal hygiene products such as shampoo and conditioner now have dubious-sounding properties that seek out the dirtiest parts of your hair and clean those grimey strands more thoroughly. In fact, shampoo is getting so intelligent these days that it won't be long before we'll be able to buy some that will remain in the bottle and giggle if bald people try to use it.

Toothpaste now has more brains than the average squirrel - we're now told that if you don't buy the toothpaste that works between brushes (yeah, like, how? Getting a job as a secretary, perhaps?) then we'll end up looking like the lead singer from The Pogues. Whatever happened to the easy life?

When Alexander Graham Bell invented the humble telephone, little did he know how much bother he'd cause me. According to Stephen Hawking in the BT ad, lack of communication has caused some of the greatest monstrosities mankind has ever witnessed and the invention of the phone can make the world a better place if only we'd talk to each other. He's completely wrong - not only does he fail to realise that public telephone boxes are a nuisance and serve no useful purpose other than to provide convenient urinals on the way back from the pub but also that the phone's recent offspring, the fax, has just caused me the biggest headache of my life.

Faxes shmaxes, that's what I reckon. It's all very well sending vast quantities of A4 paper to the other side of the world but there's certainly no guarantee that you'll get the response you require within the specified time limit. And in theory the ability to fax France and accurately state exactly what you're after when the only French phrase you know is "Ferme la fenetre" is a good idea but in practice it just doesn't work.

So after thinking up some deep and probing questions and scribing them on rather swish The One headed notepaper and dialling the fax number for Lankhor, the developers of F1, I thought I'd pretty much got this Work In Progress sorted.

Well, that will teach me - I think walking to France and hand-delivering the questions would have caused me less grief. The replies didn't arrive on time and here I am, a day before the magazine goes to press, writing about a game which I have played for half an hour at the recent European Computer Trade Show.

So here's what I know. Lankhor have decided that Vroom, their last spiffing racing game, was so excellent that the Amiga-owning public deserve something even better. They've enhanced the already super-slick game engine that conveyed a frighteningly realistic impression of speed in Vroom, accurately mapped all the Formula One racing tracks and implemented a much-requested two-player mode which takes the form of a split-screen duel à la Lotus et al (I was only kidding about my limited French vocabulary - I'm virtually foreign, you see).

This may all sound like a lot of work but F1 is actually a hybrid of Vroom Multiplayer and Vroom Extra Courses which were released in Europe a while back. Just why British gamers weren't treated to these delightful slices of software cake is beyond me, but there isn't long to wait until we can get out grubby driving gloves on this potential little beauty when it is released in about a month's time.





MAGIC BOY

Empire



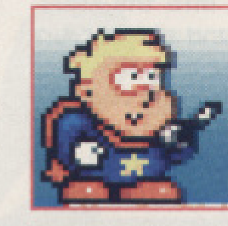
Cutesy, cutesy, cutesy. These are just three of the words being used to describe the latest offering from Empire - Magic Boy. Chances are you've already guessed that this is a cutesy platform game and features the lovable cheeky-faced 'Hewlett' who is a sort of sorcerer's apprentice type. Hewlett has inadvertently released all the monsters from the wizard's castle and must recapture them all before his master's return. This basically involves jumping around the many and varied screens brimming with platforms, stunning each creature with his magic bolts and then stuffing them down his trousers - chortle. The creatures are only happy to stay for a limited amount of time in Hewlett's pants - which is fair enough, I know how I would feel - and need to be transferred to the wizard's stores as quickly as possible.

Magic Boy consists of four cutesy (that word again) worlds each with unique graphics and monsters, giving a total of sixty four levels plus the obligatory hidden rooms - 32 of them, in fact - offering points and bonuses galore. Hewlett can increase his powers by collecting certain objects along with invincibility potions, extra lives, extra continues and all the features that we've come to expect from such games.

This has all the charm of a real console basher and certainly looks nice and colourful, with some charming animations. We had hoped to bring you a full review this month, but for now you'll just have to drool and wait.

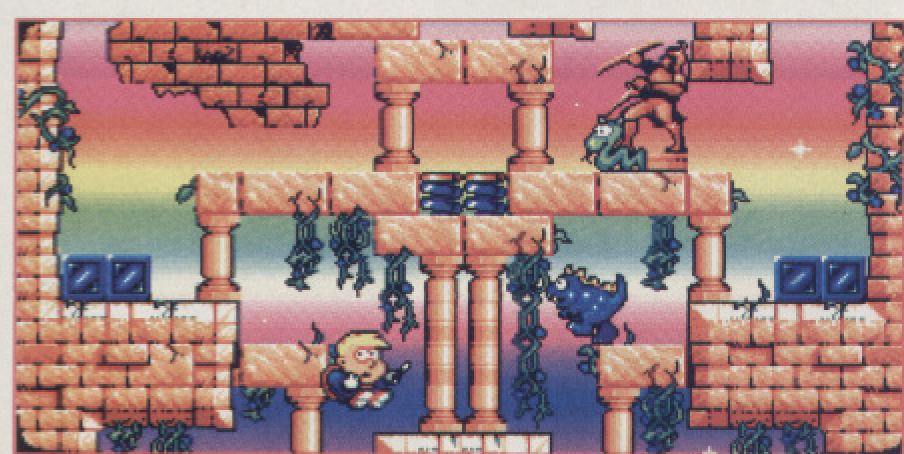












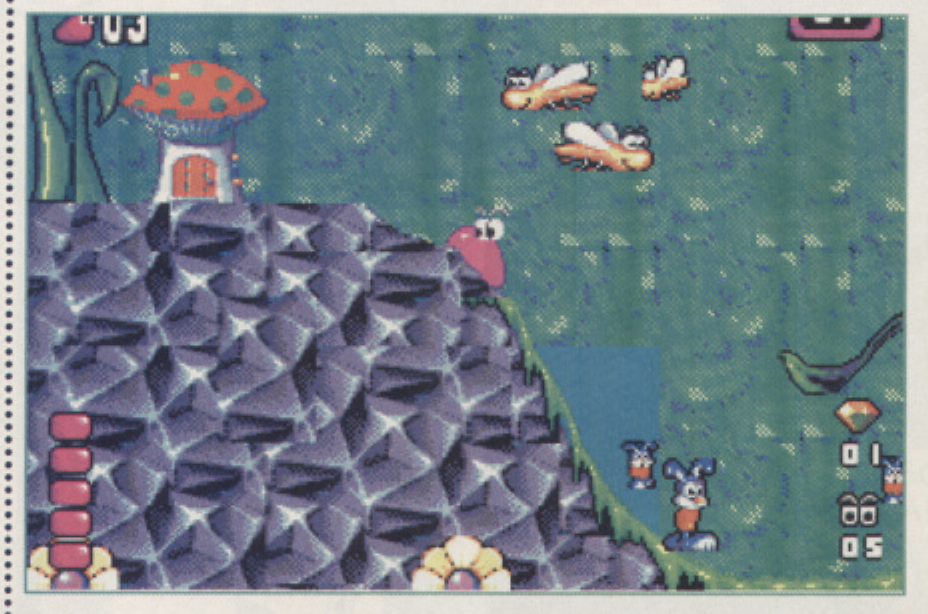
GLOBDULE

Psygnosis

Writing for a computer games magazine has many inherent problems (working with David and Simon to name but two). One of the major problems is repeating yourself, and another problem is repeating yourself. There are so many games that fall under the same banner you have to constantly find new ways of referring to those that are essentially the same thing, without, er, repeating yourself. Well ladies and gentlemen, please prepare yourselves for a new experience. Apparently.

Globdule is the first ever SPLATFORM™ outing and Psygnosis are claiming that it brings a new type of game to the Amiga. Globdule himself is a small pink jelly-like splat that desperately wants to be a toy and it's your task to guide Globdule to the toy shop through the world of caves, avoiding evil nasties and cunning traps using his phenomenal sticking and morphing abilities.

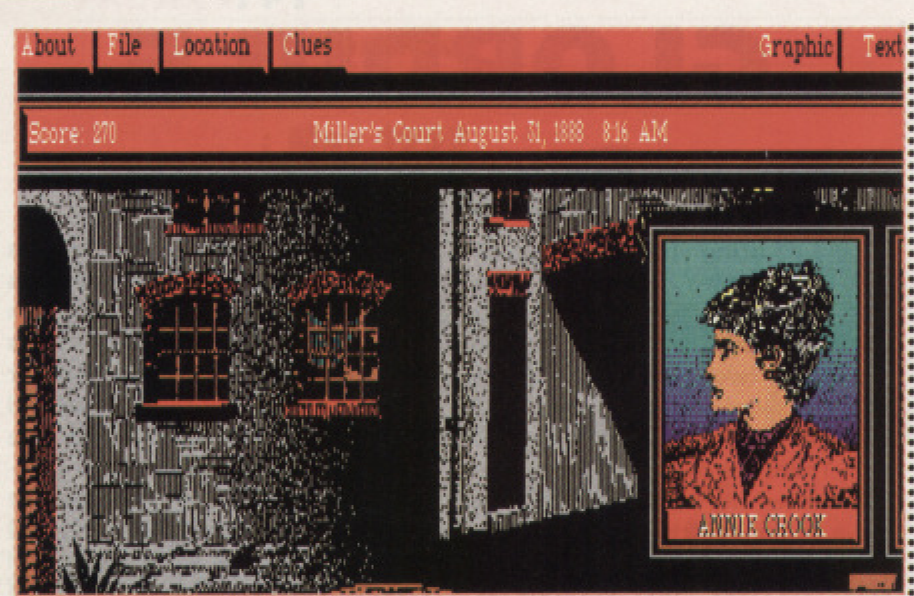
The aforementioned sticking abilities basically mean that although things may look like your standard platform-y game, all of a sudden you are able to move across just about any old surface you can see. Having said that, some surfaces have deliberately been iced over or have sharp pointy things that will do Globdule no favours so you need to plan out your route carefully to avoid such unpleasant items. Globdule can also jump and spin through the air in a graceful manner (well about as graceful as a small plop can get anyway) and will need to make the most of each jump as this is the only way of killing the many and varied strange nasties that will attempt to relieve you of a precious life.



As with most platform games, or I suppose I'll have to start saying SPLATFORM™ games, there are huge amounts of collectible flowers, fruit and such that will boost the old score and add extra objectives to the game play.

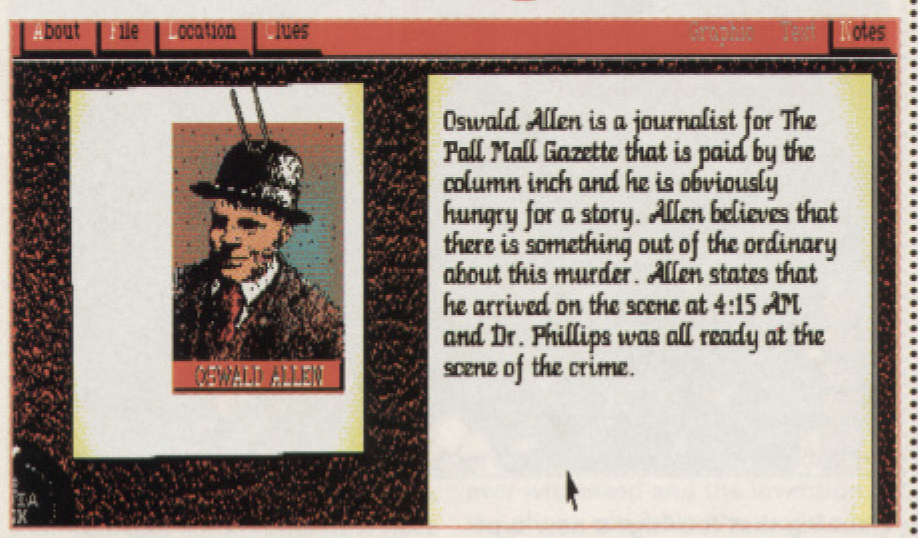
God only knows who thought up this little chap, but following Psygnosis' recent string of hits, you can be sure we'll be waiting for this little chap to plop along at any minute.





JACK THE RIPPER

Mirage



Thankfully Jack the Ripper isn't a licence of the dodgy Michael Caine TV movie. Instead it's a completely original murder/mystery game, where the player assumes the role of an amateur sleuth investigating the gruesome murders of young 'ladies' around the Whitechapel area of London.

At the scenes of the crimes you can look around for evidence and by chatting to the people you meet there you can pick out clues from their conversations by using the mouse to highlight those statements you believe to be important. Back in your study you can then compare these statements and use them to 'build' more evidence until, hopefully, you eventually have enough evidence to be able to point the finger and say it was Mr Plum in the Study with the revolver. Or whatever.

It may not be the most attractive game in the world but that was never the intention - even on the PC the game only uses 16 colours. The American developers, who were also responsible for the well-received Universal Military Simulator series of games, claim that Jack has been something like 65 million years in the making (or was that Jurassic Park's blurb?), most of this time being spent researching the real murders and East End locations to give the game as authentic a feel as possible. However, there have been a few artistic licences taken here and there, of course - for a start, in the game you can actually deduce who the Ripper is (otherwise you'd never be able to win the game - doh!), although in reality he was never caught.

From what we've seen so far Jack the Ripper isn't the sort of thing to set the Mortal Kombat crowd alight but those who prefer their games thoughtful and long-lasting look set to be in for a treat. You can find out what we think about it next month, as by then we should have a review copy. Absolutely ripping.

WIZ & LIZ

Psygnosis

I realise that I've used the word cutesy already on this page, but I do believe I might need it again. Wiz & Liz is most definitely in the realms of cutesy and it also features wabbits (a definite cutesy factor).

This title has made an impressive appearance on the Mega Drive and looks set to do much the same on the Amiga when it's released a bit later on in the year. Wiz and Liz themselves are two elderly people who have been known to dabble in the ways of the necromancer from time to time. They suddenly find their magic talents are required when a strange force rises from the cauldron one day and sods off with all the wabbits on their world - Pum (the world's name, not an exclamation). It's now down to you to retrieve the wabbits from the many worlds that they have been scattered across by using a sort of crossroads between the worlds.

You can play this in either a one player mode or in a 'Sonic 2-ish' two player split screen affair, and the objective in each world is to collect a set number of wabbits before the doorway will open, allowing you to pass back into the crossroads. This may sound all fairly simplistic but the game moves at such a speed that it looks like it could be tremendous fun from the word go.

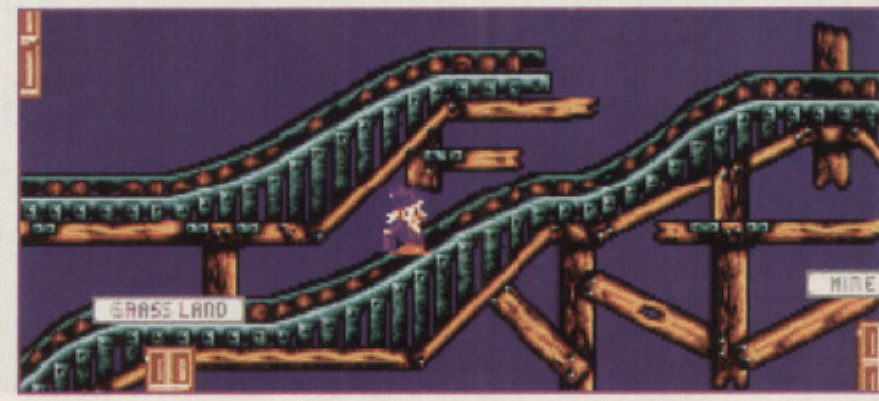
You also need to collect the strange bits of fruit that float around the worlds in an attempt to get enough potions for use when you've completed a world and returned to your own planet. There are a dozen spells that can do anything from giving extra time (did I mention that everything was under a strict time limit?), hints, secret doors, sub games and sometimes absolutely sod all!

Each world has a different scenery theme, but is essentially the same layout, with each wabbit hit first giving a letter for a word that must be completed to open a door, then just needing a set number to get out.



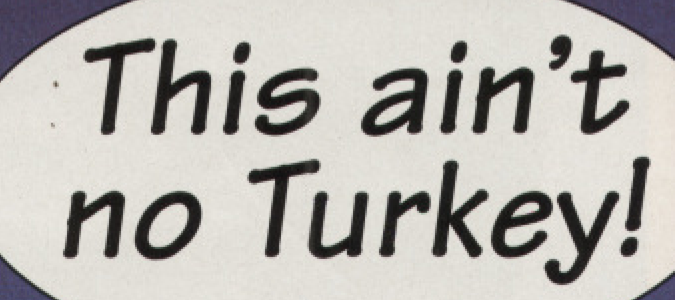
It looks to be the sort of game that you can pick up and play immediately, and with any luck should keep you coming back for more. We'll keep you posted, but in the meantime, keep 'em peeled.







TM

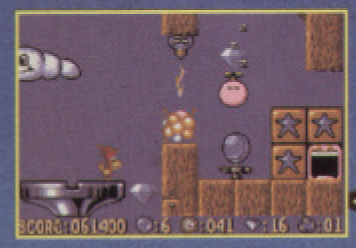




Free that balloon!
Watch that snail!



Mr Pekles - Master of flower technology



There's a 'Fry-Up' waiting in Wood World!

ALSO AVAILABLE

MINDSCAPE A1200 ENHANCED

Available for:			
	Amiga (A1200 Compatible)	September '93	£25.99
	Amiga (A1200 Enhanced Version)	October '93	£25.99
	Amiga CD32	October '93	£25.99
	Gameboy	OUT NOW!	£25.99
	NES	November '93	£24.99
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Oh no! The evil Meka-Chickens have eggnapped Billy Egg and his brothers for their terrible cloning experiment! And they've taken Floella too!!

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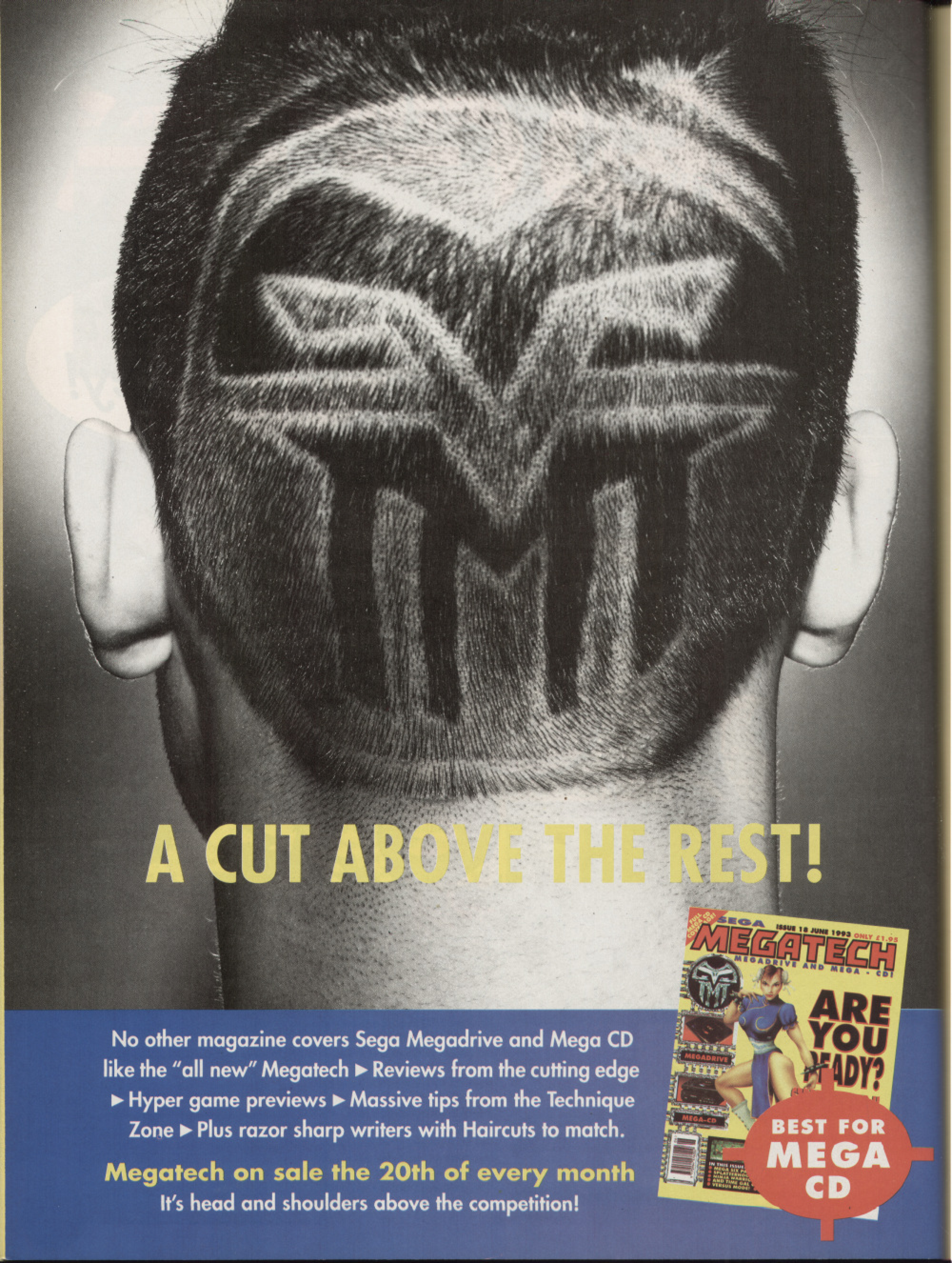
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REVIEWS

October 1993

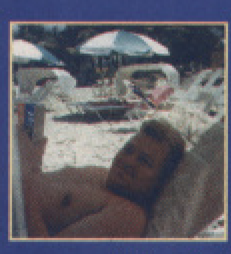
THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what the scores actually mean?

0-25	Rubbish. Offensively low quality.
26-49	Below average. Not acceptable by today's standards.
50-60	Above average. But still plenty of room for improvement.
61-70	Fair to good. Lots of nice points, but in no way perfect.
70-80	Pretty smart. Above accepted standards.
81-90	Extremely good. Top notch impressiveness.
90+	Simply excellent. Breathtaking.

THE OVERALL SCORE

Obviously, at the end of the day when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.



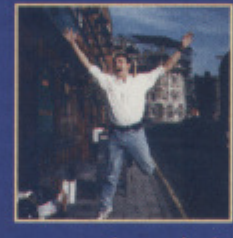
DAVID UPCHURCH

We were going to leave a blank space here so that you could doodle humorous caricatures of food-loving Dave, considering that as he's been on holiday he's spent so little of the past month actually in the office, but - hey! - we don't begrudge having to work harder just so that someone can spend fourteen days in the Caribbean. Not-one-bit. Nope, we love nothing more than spending fifteen hours a day in EMAP Towers so that some suntanned git can pop back and start moaning again like he's never been away. Really we do. (Another pint of Bitter? - Ed.)



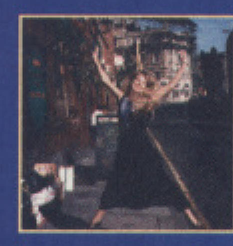
SIMON BYRON

Having to spend all day sorting out the issue has certainly livened up the grumpiest Dep Ed this side of Zimbabwe. "Sod off," he told us when we asked him how it was going, "can't you see I'm up to my neck in it?" The only thing the four-eyed one has been up to his neck in this month is dodgy T-shirts and 'fancy' tops which completely redefine the word 'unfashionable'. Cross Gyles Brandreth's attire with Christopher Biggins' dress-sense and you'll know exactly what we're talking about. I'm off to call the fashion police.



MATT BROUGHTON

Matt is living to regret the day when he offered to "sort out the competitions for the kids". Ever since then, he has been plagued by "the kids" demanding their prizes. He was coping admirably right up until the point when he found out the devastating news - Simon Le Bon had a dodgy throat and wouldn't be performing at Wembley. Sobbing pathetically and caressing his tickets, he finally confessed to enjoying the music of Duran Duran. Now that his skeleton is out of the closet, Matt has found a new lease of life wearing 'new romantic' balloon trousers and big shirts. Another case for the fashion police me thinks.

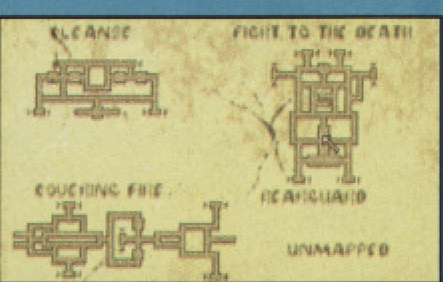


JENNY ABROOK

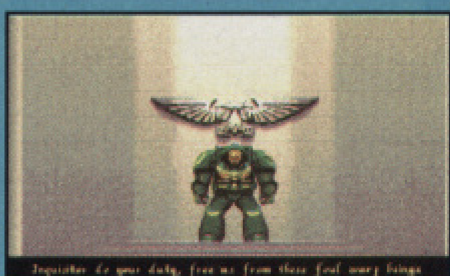
We're not ones to spread gossip in a Dot Cotton kinda way because we'd rather let the facts speak for themselves. So here goes, then. Last month Dave and Jenny spent a few nights working later than everyone else, and Jenny let slip that to "relieve the boredom" they began dancing. Fine. Add to that the fact that both Dave and Jenny went on holiday at the same time (she claims she went to Amsterdam, and we all know what goes on over there) and I think you'll agree that they've got some explaining to do before we start a rumour that they're snogging each other. More news next month.

SPACE HULK

I'LL BE BRIEF...



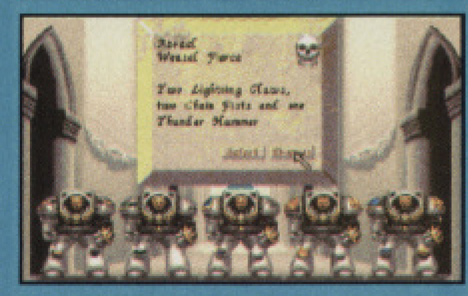
The first thing to do is choose a mission. There are fifty-odd on offer, ranging from basic and advanced tutorials to one-squad and two-squads missions, all of which can be selected and played in any order. On top of all that there's the Death Wing Campaign, a series of sequentially-played missions with a plot running through them.



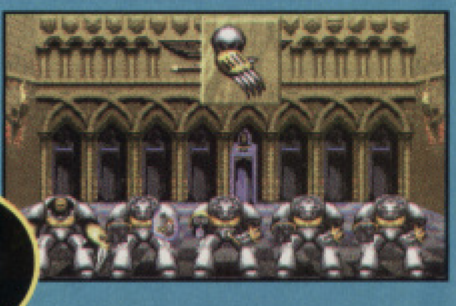
Next, you're given an overview on what lies ahead by the Imperial Commander. The Terminators devote their lives to the destruction of the Genestealers with religious zeal. The Commander speaks of "purifying the foul minions of Chaos" and so forth, but he doesn't give you much info, which is why you need...



...An in-depth briefing! Now the Commander lets you in on the details of the job, complete with a small map of the Hulk you'll be exploring and each mission task spelled out for you. Generally, your weapons are selected for you but in the tougher missions the honour of doing all that may fall to you, in which case...



...You come here, where you meet with the sergeants of the five squads in the Chapter. Clicking on a sergeant brings up a description of their squad, their capabilities and the equipment they carry, and each is suited to a specific type of mission. Some of the squads that are selectable, however, come unequipped. If so...



...It's time to visit the armoury. Here you're shown the five members of the squad. Clicking on the archways at the back of the hall will cause a Tech Priest to come shuffling out, bearing a weapon on a cushion - just click on a Terminator to give it to them. Now get out there and kill some Genestealers!

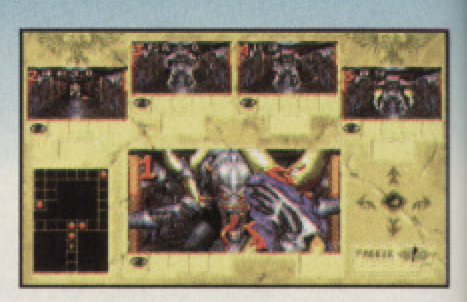
Space Hulk is, as we put it, well scary so who on the feeble The One team would possibly have the guts to review it? Why, none other than our very own space-consuming hulk, David Upchurch. Let's hope he doesn't wet himself.

When was the last time you got spooked by a computer game? I mean, really jump-out-of-your-skin scared? Never, probably. It's only happened to me once, many years ago when I was playing Rescue On Fractalus, an ancient Lucasfilm game for the C64.

For the benefit of those reading who isn't a nostalgic old fart like me, I'd better explain that it was a bit like Defender but in 3D. You had to fly around alien-patrolled mountains, searching for pilots whose ships had crashed. When you found a downed craft you'd land near it and watch as the little space-suited pilot ran to the safety of your ship.

Sometimes they wouldn't be human but alien pilots and if you foolishly tried to rescue one you be treated to a sudden picture of a huge bug-eyed nasty banging furiously at your cockpit window. The first time I made that mistake the shock was so great I nearly died of heart failure. I never thought I'd ever have a similar experience on computer again - until I played Space Hulk.

The game is based on the popular boardgame of the same name, and is set in the distant future - the 40,000th Century, no less - when the Imperium is fighting a galaxy-spanning battle against the alien hordes of Genestealers who flit through space in vast starships called Space Hulks, carrying out hit-and-run attacks on human outposts.

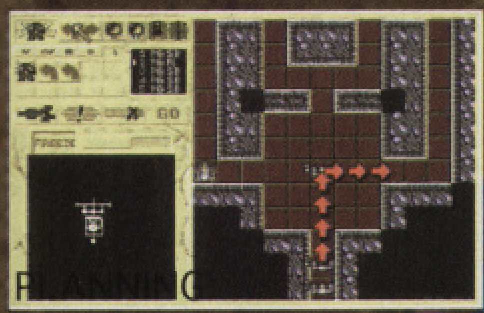


Most boardgame conversions stay locked to their table-top origins, but not so Space Hulk. In place of all that dice-rolling, turn-taking and piece-moving malarkey, the game substitutes the rather clever 'Freeze Time' system. As you move your blokes around in 'real time' you build up a store of Freeze Time. At any point you can kick in this Freeze Time, effectively pausing the game, and use it to plan moves at leisure.

Fortunately mankind is not completely defenseless. The Emperor has at his disposal an elite army of Terminators, vicious and merciless soldiers who have dedicated their lives to intercepting the alien-infested battleships and destroying all the aliens inside. As commander of a platoon of up to five of these hardened killers, it's your task to guide the Terminators as they explore the maze-like interiors of the Hulks, carrying out specific missions and, of course, blasting the alien scum.

It's frightening - but fun - stuff. Just how much so you'll discover over the next four pages.





PLANNING

You can try playing Space Hulk as an all-action blaster but you won't get very far - the Genestealers are just too many in number and too fast on their feet. So you've got to start thinking strategically - and here's where you do it. The large plan map shows the position of your Terminators and aliens (shown as mysterious blobs until they're up close) and, using those icons in the top-left corner of the screen, you can give a series of orders to your troopers, making them move to specified locations, fire off a few rounds in a certain direction and close or open doors. The game doesn't pause while you're here, so remember so go into Freeze Time first.



YOU WANT SOME...?

There's a whole stack of goodies that you can equip your Terminators with. The weapons come in two basic types: close-combat and long-range, and all have varying plusses and minuses...

CLOSE-RANGE WEAPONS

LIGHTNING CLAWS



These gloves are fitted with blades that can slice through Genestealer armour like butter. However, the powering mechanism is such that it covers most of both arms, so Terminators fitted with them cannot carry a second weapon.

POWER GLOVE



A sort of mechanical fist, the Power Glove is a relatively lightweight weapon, allowing you to carry a second weapon. It's a bit erratic in its effectiveness so don't rely on it too much - it's best treated as a 'last resort' weapon.

CHAIN FIST



Basically a Power Glove with a heavy-duty chainsaw fitted to it, the Chain Fist is almost unrivalled as a hand-to-hand weapon. It is very weighty and unwieldy, however, so make sure you take this into account when equipping a Terminator with it.

THUNDER HAMMER



This huge war hammer is always accompanied by a Storm Shield as the second weapon. Terminators equipped thus are brilliant close-combat fighters and you can also make the Hammer self-destruct, destroying everything within range - including the Terminator too, of course.

POWER SWORD



A more chivalrous and romantic weapon than most, the Power Sword is almost as effective as the Lightning Claws at ripping through Genestealer carapaces. It's a lot lighter and less bulky, too, so a second weapon can also be carried.

LONG-RANGE WEAPONS

STORM BOLTER



The Storm Bolter is the most basic bit of kit - a Terminator won't leave home without one. Unlimited in ammo, the Bolter fires an armour-piercing shell that explodes after impact - and usually in some Genestealer's gut. They are prone to jamming, however.

ASSAULT CANNON

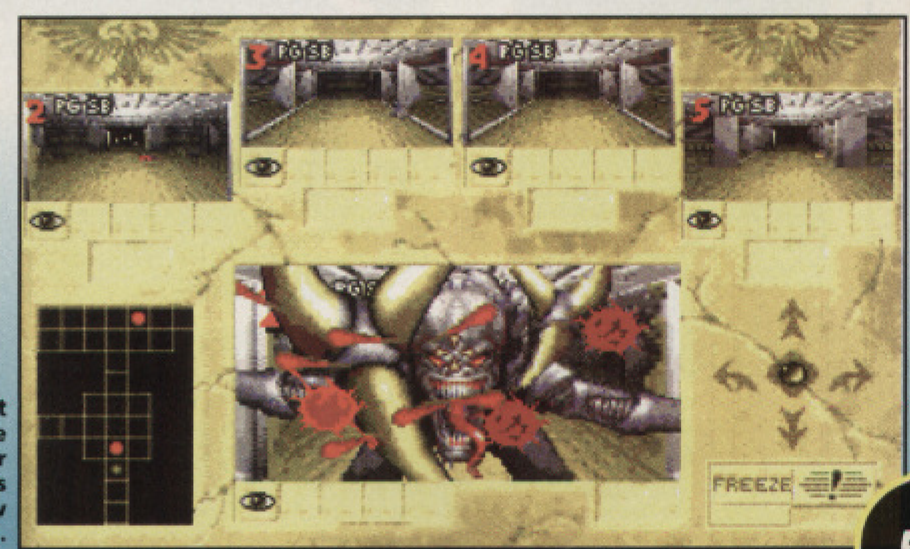


Big boys who like big toys will love this one. The multi-barrelled weapon can let rip in awesome and massively destructive attacks. The problem is the Cannon can only hold enough ammo for ten such bursts. Extra ammo can sometimes be found in the Hulks, though.

HEAVY FLAMER



No, not the latest meal offer from Burger King, the Flamer is essentially a modern-day flamethrower writ large. It's capable of delivering searing death over a large area, although there is only enough fuel for six shots. In times of desperation, the Flamer can also be made to self-destruct.



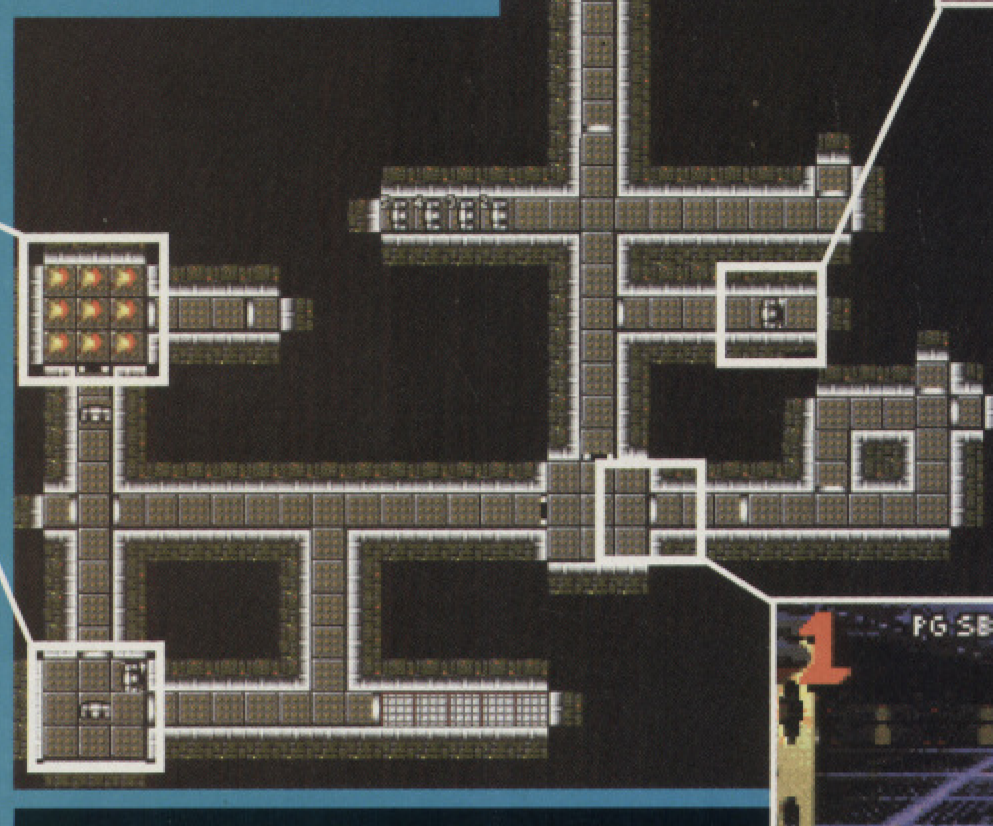
(Right) It's all very well giving preset orders to your Terminators but what happens if the Genestealers launch a surprise attack? Worry not - the Terminators are ever vigilant and will automatically attack any alien or obstacle blocking their path. However, their performance is never as good as if you had taken over their control directly so don't think you can set a few orders and let your boys do all the work for you (like I do here at The One).

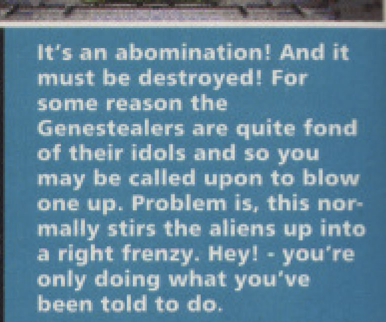
MISSION IMPOSSIBLE?

The fifty-plus missions in Space Hulk are many and varied. Some put you in control of a lone scout, others in charge of two five-man squads. Some are set to a strict and nerve-wracking time limit, while others allow you to take as long as you jolly well like. Here, in this slightly-fabricated ship example (you won't find a mission quite THIS demanding in the real game!), we show you some of the mission objectives and features you can expect to encounter...



The Genestealers always appear from certain areas of the ship which you're normally warned about beforehand. The alien 'generators' look like this, with yellow bars down the sides of the doors, and, unfortunately, they can't be destroyed. It's not a good idea to stay around here too long...



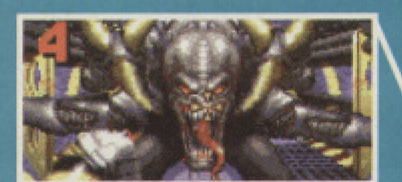


It's an abomination! And it must be destroyed! For some reason the Genestealers are quite fond of their idols and so you may be called upon to blow one up. Problem is, this normally stirs the aliens up into a right frenzy. Hey! - you're only doing what you've been told to do.

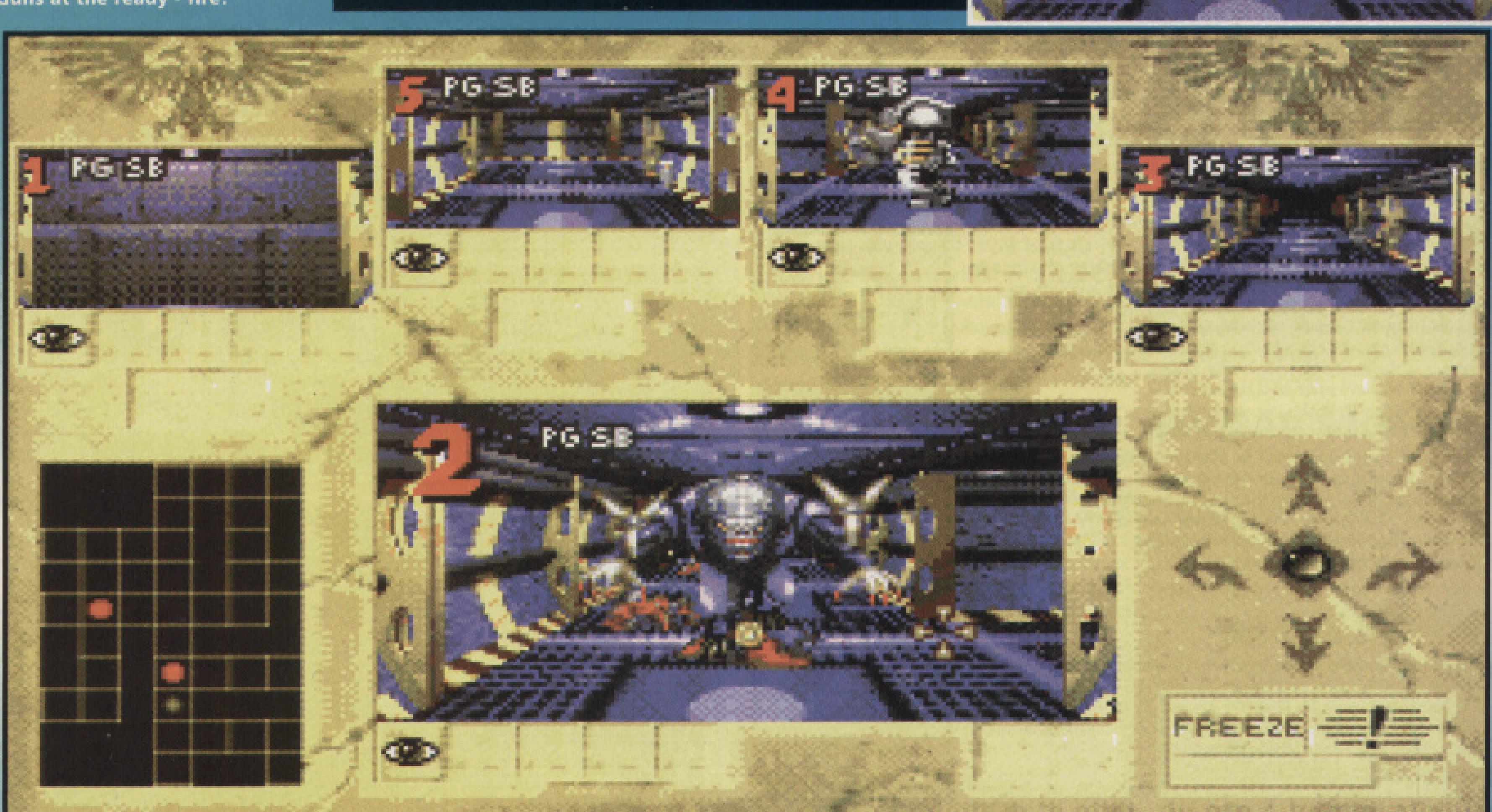
(Below) Some missions will ask you to collect an alien artifact or Imperial relic from the Hulk's dark depths. Once found, a quick click with the mouse button will pick it up, but be careful getting it back to the rendezvous point - a Terminator may drop it in the confusion of battle.



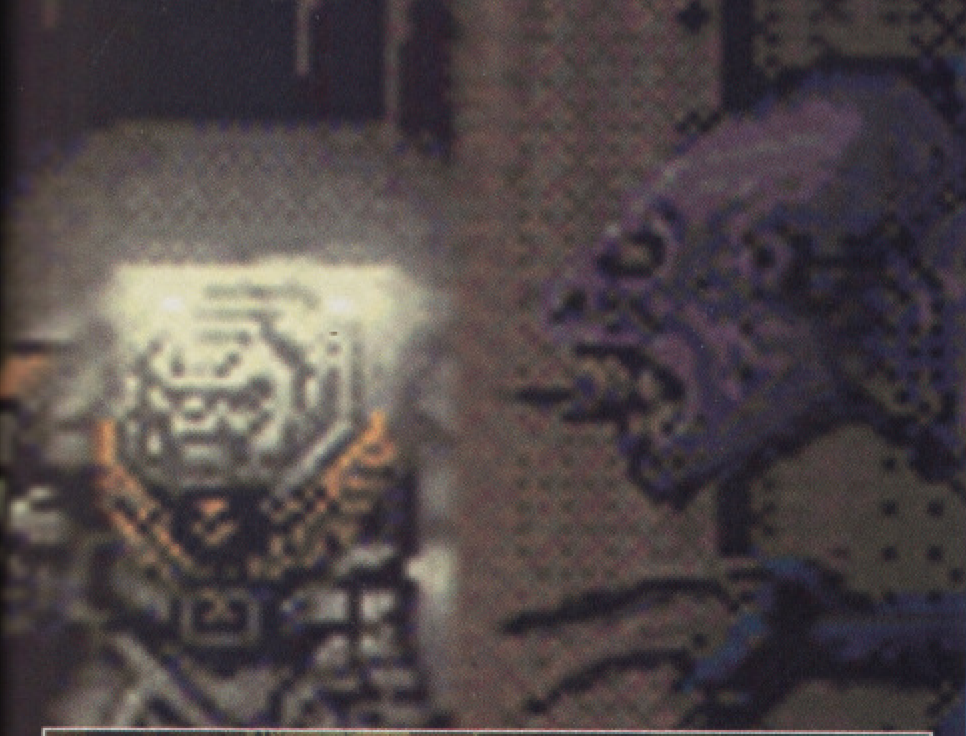
Some Terminators are being held captive by the Genestealers. God knows what the aliens want with them but you can bet it isn't to challenge them to a game of Scrabble. The best thing to do is put them out of their misery with a burst from your Flamer.

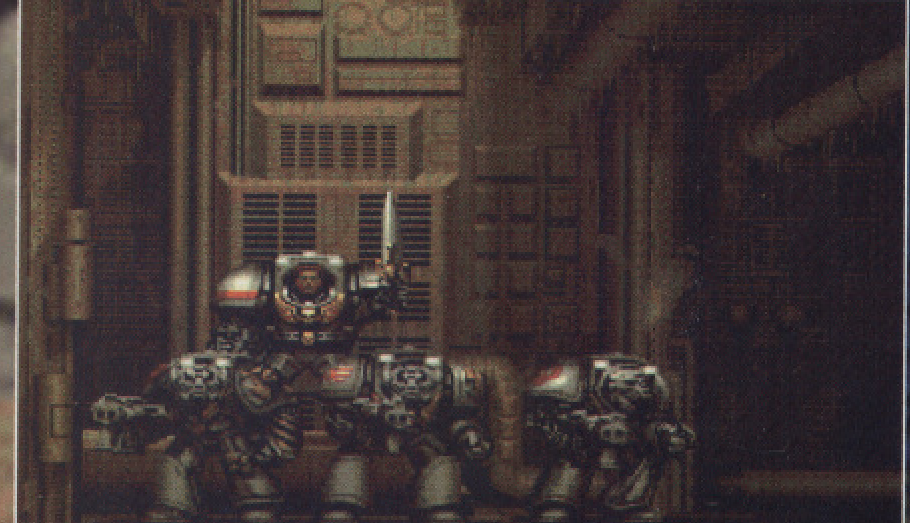


Ambush! The Genestealers might look ugly but what they lack in looks they make up for in brains - here they've managed to totally surround your band of hardy Terminators. Things look bleak. Guns at the ready - fire!

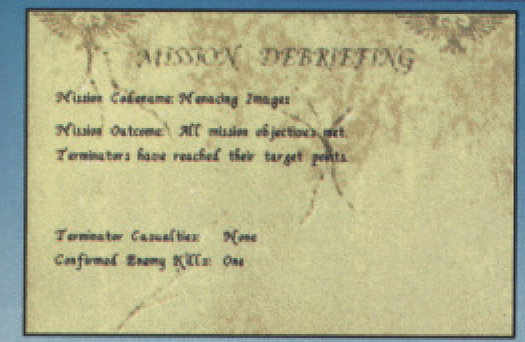


This is the screen you'll spend most of your time looking at - a selection of first-person views from the video cameras mounted on your Terminators' helmets (like in Aliens). You have full control over the Terminator in the main window and can move him around, make him use his primary and secondary weapons and get him to pick up objects using any combination of keyboard and/or mouse you fancy. Your control over the Terminators in the small windows is more limited - basically you can only make them fire their weapons - but you can swap them into the main window at any time with a click from your right mouse button.





Phwoar! A shot from the game's atmospheric intro. Unfortunately it's not animated but the still shots are moody enough, especially as they're accompanied by a brilliant soundtrack.



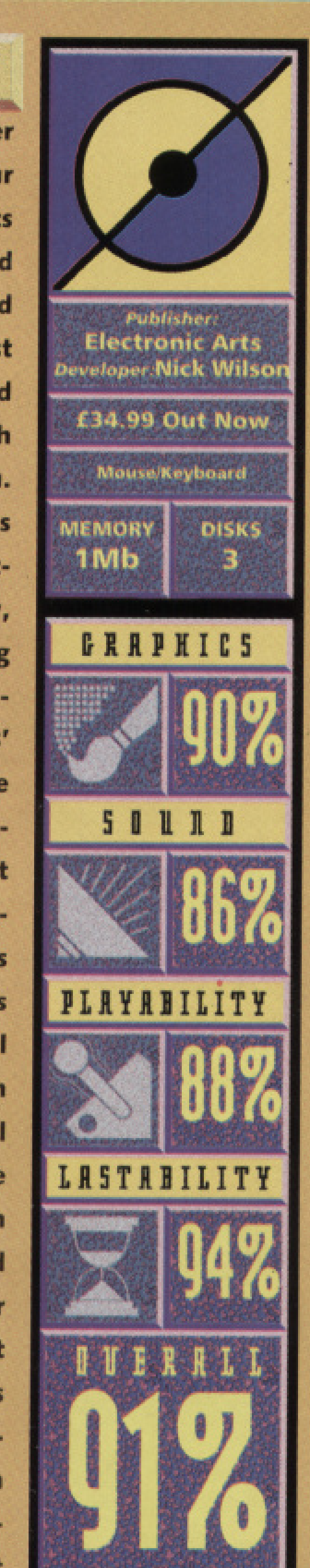
After each mission, whether you've been successful or not, you're given a debriefing, listing which mission objectives were fulfilled, how many Terminators were lost and how many filth-sucking Genestealers you wasted. It's not really that useful - if you've failed it just rubs salt into your wound. However, as you can see here, that's not a problem this mission as I've done rather well. Aren't I great, everyone?



Before each mission you're typically given a general layout guide to the Hulk you're about to explore. Sometimes, however, the foul Genestealers will have used their alien powers to block Imperial scanners, meaning that you'll have to go in blind and build up a map of the Hulk as you go along. In game terms what this means is that planning is harder, as you can't go to the 'orders' screen and send them from one end of the ship to the other in one go. Tricky is not the word.

THE VERDICT

Mummy, I'm frightened! The other day I was playing Space Hulk in our tiny games room. All the lights were on, from the office I could hear the merry sound of Simon and Matt arguing over who's best (again) yet the game still managed to scare the pants off me - which wasn't a pretty sight, I can tell you. I've never known a game that's as successful as Space Hulk at generating this level of genuinely sweaty, tense atmosphere and delivering such effective frights and scares - the game should come with an '18' certificate! I'd challenge even the hardest player not to feel a rumbling in their undies when they first see a swarm of Genestealers charging down the corridor towards them. Space Hulk is brilliant! It's undoubtedly the most successful boardgame-to-computer conversion ever, mainly because all the painful boardgame trappings (turns, dice rolls, etc) have been dispensed with in favour of the brilliantly-devised 'Freeze Time' system, which is far better suited to a computer and yet still retains the structure and rules of the original boardgame. The balance between guns-blazing action and cunning strategy has been calculated to perfection, ensuring that it's near impossible to complete even the simplest mission without without having to use both your brain and your trigger finger at some point. The only negative point I would make is that some of the missions are very tough but don't let that put you off - Space Hulk is an incredible experience that you've just got to be a part of.





Space Hulk is totally compatible with the A1200 but there are no obvious improvements. An A1200-specific version is a possibility but there are no definite plans at the moment, more's the pity.

BOB'S BAD DAY

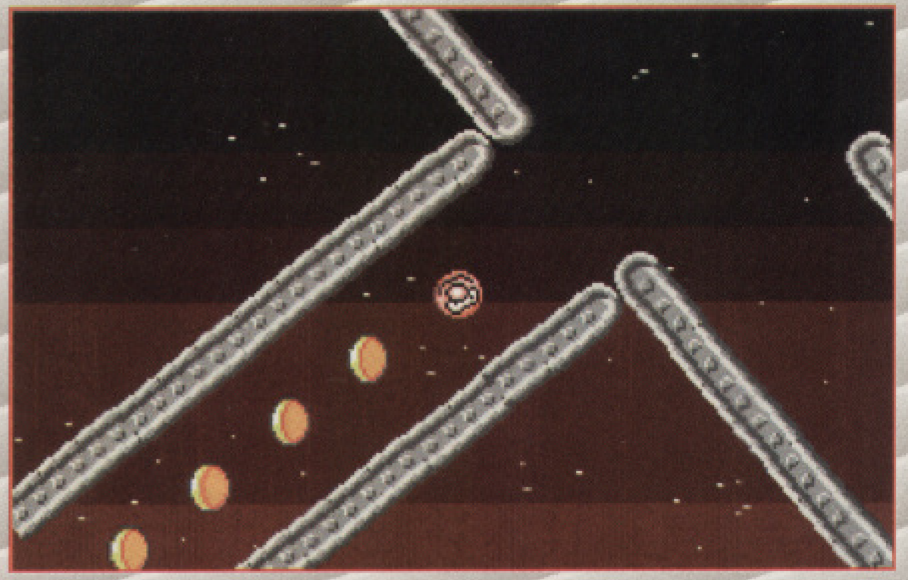
Sometimes things just won't go your way. But, as Simon Byron learns from Psygnosis' latest, there is always someone worse off.

Bob, as you might have guessed, is having a bad day. But it's not like the ones you or I might have, the kind where you spill coffee down your shirt on your way to work or go to meet a hot date with a huge piece of toilet roll hanging out of your jeans. No, Bob's make those mishaps look like a typical day in heaven.

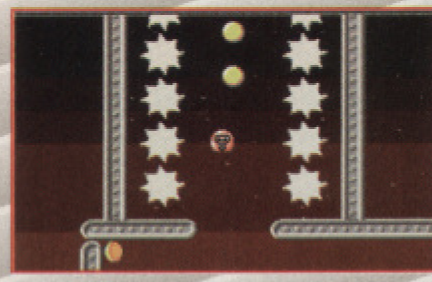
He's a ball-type thing, you see, and he's been imprisoned in a number of maze-like areas, from which escape is only possible by collecting a number of handily deposited coins that litter the level. Only then can he make his way to the then-accessible exit and be whisked away to the next of the one hundred levels.

But here's the interesting thing. Rather than controlling Bob directly, you manipulate the landscape by rotating it around the spherical-one so that he rolls around the place like a deranged marble on grease. Icons appear at regular intervals that, when collected, alter the effect of gravity, endow Bob with pervy 'thrusting' abilities or disable certain joystick moves so that you can only roll the maze in a limited direction.

It all adds up to one of the weirdest games I've seen in a long time but, rather than being all originality and no trousers, it's actually very good.



Apparently, Bob's Bad day is the first Amiga game to emulate the SNES's (bless you) Mode 7 graphics to such a degree. It's certainly not as slick as Nintendo's specialised screen-rotating mode, but you'd never find such an original game on that console. The effect is certainly impressive.



As well as opening the exit, the coins act as a kind of health reserve like in Sonic. You can hit any of the hazards as many times as you like as long as you've got coins to spare.



The icons are usually placed so that often you'll have no choice but to collect them whether you like it or not. Watch out for the dodgy ones which stick you to the walls or affect the joystick - they're a right pain.

THE VERDICT

The first impressions of Bob's Bad Day are not at all good, as I'm sure you've probably realised from the static screenshots on this here page. But without playing it yourself there's no way of realising how fluent and utterly marvellous this game is, so you'll just have to take my word for it. Bob's Bad Day is one of those rare games which beginners can pick up and have a really good time with, which is mainly due to the perfectly-judged movement of Bob himself. Rivalled only by the ball from Pinball Fantasies, Bob is one of the most realistic spherical objects you'll find on the Amiga, with the twisty-turny platforms conveying a genuine sense of vertigo as you teeter over the edge of a cog-infested chasm with only the pull of gravity preventing you from loosing valuable coins. At times the reactions required to manoeuvre Bob ask just a little bit too much and some of the pathways are so difficult to reach that you could end up wearing the TV as trainers, but if you take things slowly and carefully and breathe deeply you should find no problems. The sad thing is that Bob's Bad Day's rough graphics and relative lack of hype will mean that it probably won't get the recognition it so richly deserves - a bit of spit and polish here and there would probably have tempted more people to part with their cash. Still, if you're prepared to overlook the tasteless graphics in favour of the tasty gameplay then I'm sure you won't be disappointed. Definitely a game that deserves to do well.

Publisher: Psygnosis
Developer: The Dome
£19.99 Out Now
Joystick

MEMORY	DISKS
1Mb	2

GRAPHICS	58%
SOUND	56%
PLAYABILITY	82%
LASTABILITY	74%
OVERALL	80%



It's unlikely that Psygnosis will be releasing an A1200 version of Bob's Bad Day, but this is certainly a game which would welcome a bit of extra added slickness. How about it then, Psyggy?

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BLASTAR

Blastar is the mother of all space ships, it says here. Matt Broughton isn't a mother, but none-the-less looks up the bottom of Core's latest blast-'em-up.

It's always interesting to look back at films made yonks ago that made bold statements about what future life would be like. The only problem with this now is that as we get nearer, or pass, the dates and years mentioned, we can see just how bloody stupid they really were. With the exception of writers such as Arthur C. Clarke, most fiction has been a bit off the mark to say the least - just think, only six more years and we can ridicule the crap out of Space 1999.

Now you might be wondering where all this is leading, so I'll tell you. We live in a world where most games released with a future setting either quote a year so far away that no one will be around to question it, or avoid the whole subject by making it all take place "in a galaxy far, far away". But not so with Core's latest. Blaster is proud, erect and set in 1997.

The huge Earth warship, M.A.T.R.A., speeds towards the edge of the atmosphere to investigate the strange signals that observatories world-wide have been detecting for some time. Without warning, a dimensional gate opens in the fabric of space and spews out three enormous space islands that are immediately detected by the ship's sensors.

With little time to react, your space fighter - Blastar - is instantly launched to investigate this unknown force. Suddenly a searing mass of energy rips into the hull of M.A.T.R.A., destroying the huge ship. To your horror you are alone with only one purpose - destroy the evil force hidden on the other side of the space gateway before it engulfs the Earth...

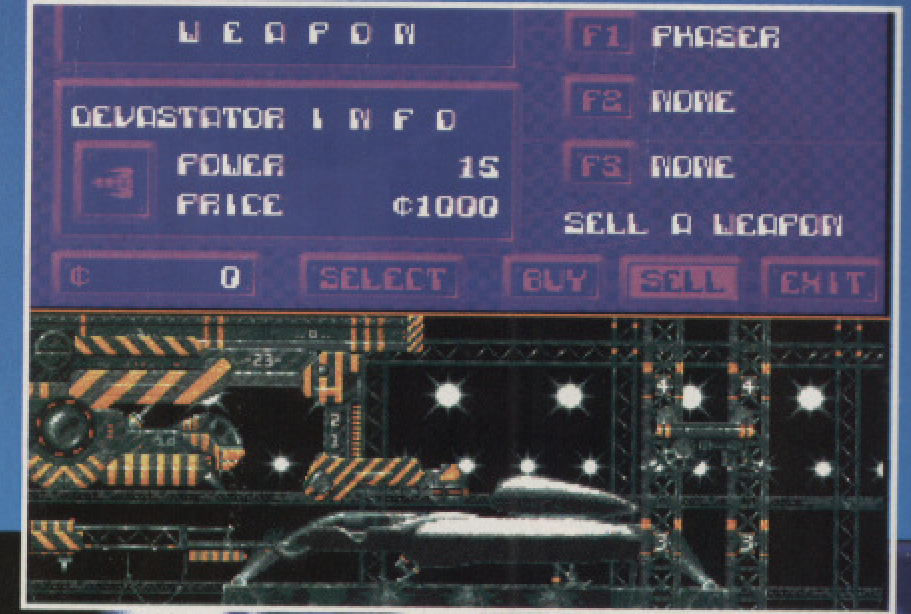
Oh really! You don't say! Me against everything, what an excellent idea for a game...

Blastar plays as an overhead-viewed blast, with your ship being controlled in an Asteroids-ish fashion, i.e. rotating left and right, but with set speeds rather than thrust. Weapons start pretty basic but can be upgraded by collecting credits left by destroyed aliens and docking with a shop (Tescos in space) at various stages in the game. If things get too hot you always have three smart bombs to fall back on.

Each 'mission' consists of destroying a number of important ground targets while avoiding the large number of strange and wonderful aliens, all culminating in a confrontation with an end-of-level baddies. There are also a number of sub missions which involve flying into the heart of the alien vessels and destroying creatures in a horizontal-scrolling affair.

There's no quantity missing here, but is there any quality? Read on, brave warrior.

(Below) At certain points in the game you dock with a floating shop selling ship extras as well as offering you the chance to check the status of your ship. Any credits collected in the previous levels can be used here to buy missiles, higher-power guns, strange and interesting weapon effects and shields, as well as extra ships, etc. You can sell current systems to raise more cash, thus updating your ship as and when you want to.

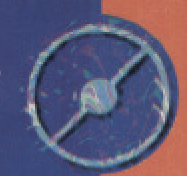


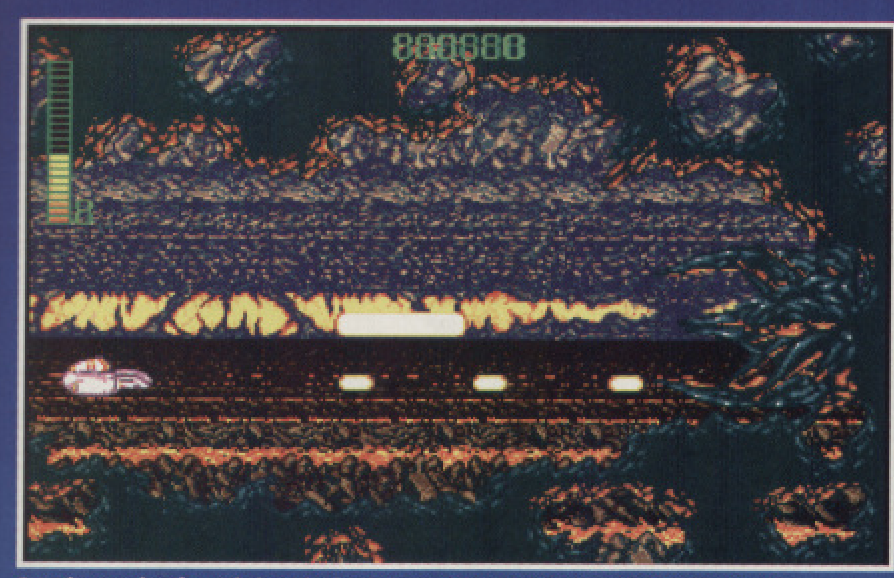


WHAT CRAB?

You'd be forgiven for wondering what the hell you're supposed to be looking at here, but if you look very very closely (and I mean very very) you might just be able to pick out the huge crab-like creature that is this level's guardian (inset). This is a problem that plagues the game throughout, with lovely graphics that look so similar to the backgrounds that you sit there wondering why you keep losing energy, only to find that you've been standing on some nasty for the last half-an-hour.







On about the fourth level, the ground targets are actually covered entrances to an underground tunnel system. Once you've blown away the entrances in the normal fashion you can then enter the passage and hunt down the guardian within. The tunnels are quite tight and you have to shoot rocks out of the way to proceed intact, all the while avoiding the small ships that come to challenge you. Here you can see another guardian suffering from the old 'Where the hell are you?' syndrome. Once you've destroyed him you'll need to get back out again - not easy as the computer hurls you out at a fair old pace. Reflexes ahoy!



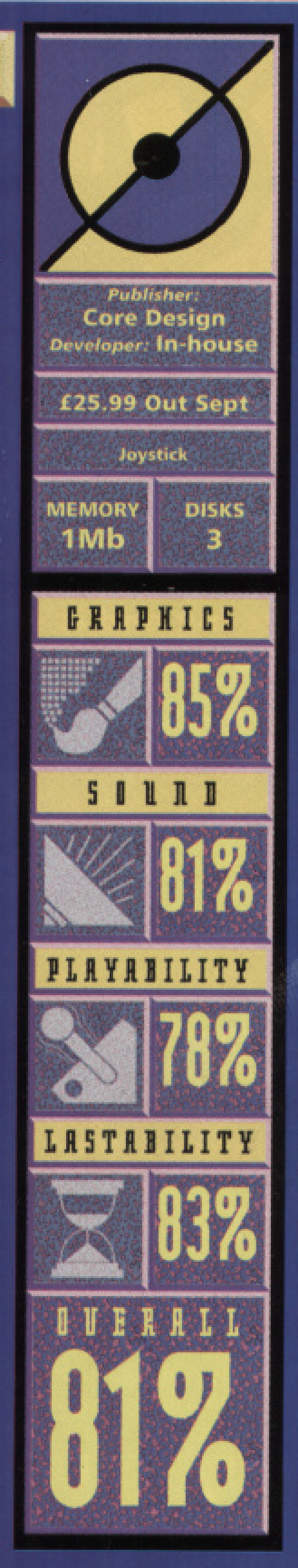
(Above) The scanner is always on-screen and is a tremendous help, showing all the aliens in your ships vicinity. It's even more useful when you're trying to find a ground target as it will change to this rectangular display whenever you're in range of one of the major targets - shown as a red blip. The only problem with the scanner is that there are so many little dots that appear on the 'space background' that to start with you're never sure whether it's an alien on its way or just a distant planet, shimmering away to itself.



It's possible to play the game by avoiding the aliens rather than trying to shoot them, but if you do this you'll miss out on the toys left behind by the ex-nasties. Here you can see a speed-up icon and an extra-energy icon just waiting to be snaffled up. Credits, smart bombs and extra lives can all be collected in this way, as well as circling orbs and defensive shields. The defensive add-ons may be time dependent or last for a set number of hits. The status of all these extras can be checked in the shop.

THE VERDICT

Blastar is a good game - but it could so very nearly have been excellent. Graphically it's very nice, with loads of detail and lots of variety. The only only problem is the sprites tend to blend into the backgrounds - you really have to stay focussed or you'll just fly head-first into something, and some of the end-of-level guardians are almost impossible to see until you make a hit and they flash white briefly. Probably Blastar's best feature is the sheer variety in the gameplay. In almost every level the playing style chops and changes, keeping you on your toes with a new challenge. It's a shame the programmers didn't spend a bit more time polishing up the horizontal-scrolling stages, though - they're ropey, to say the least - but the other sections more than compensate. There are a few other areas that could have done with a bit of tweaking, too. The aliens are a bit stingy with the old collectibles, for example - chances are the first time you visit the shop you'll be unable to buy anything due to lack of funds, which is a bit annoying (and pointless). The control system takes a bit of getting used to as well, especially when you're flying down-screen and have to brake by pulling in the direction you're facing! It's very weird but you do get used to it after a few plays. Don't get me wrong, Blastar's great fun but if only Core had spent a bit longer polishing off the rough edges this could so easily have been a classic.



Publisher: Core Design
Developer: In-house

£25.99 Out Sept

Joystick

MEMORY	DISKS
1Mb	3

GRAPHICS	85%
SOUND	81%
PLAYABILITY	78%
LASTABILITY	83%
OVERALL	81%



A1200: The only difference between the A1200 version and the standard version is that, while playing it on the A1200, if someone asks you what machine you're playing it on you can say "I'm playing it on an A1200, thank you for asking." Stunning, simply stunning.

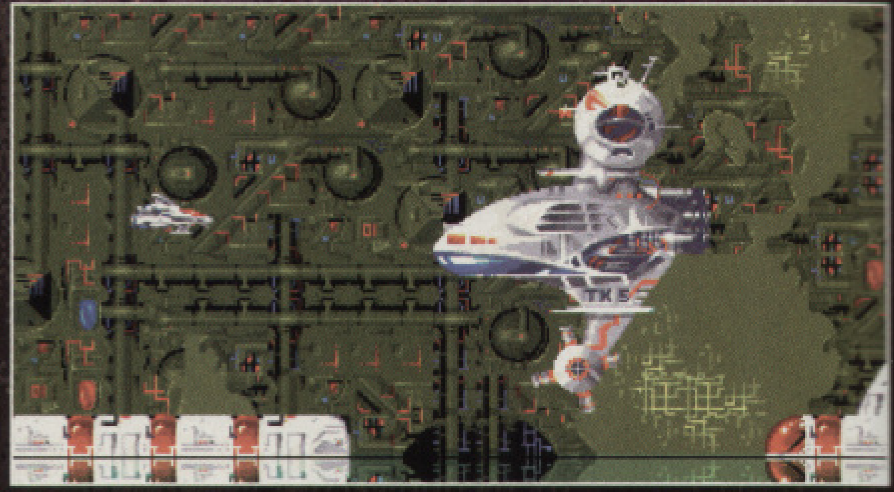
DISPOSABLE HERO

It's big and it's bad and, as David Upchurch soon discovers, there's nothing throwaway about Gremlin's new arcade blaster.

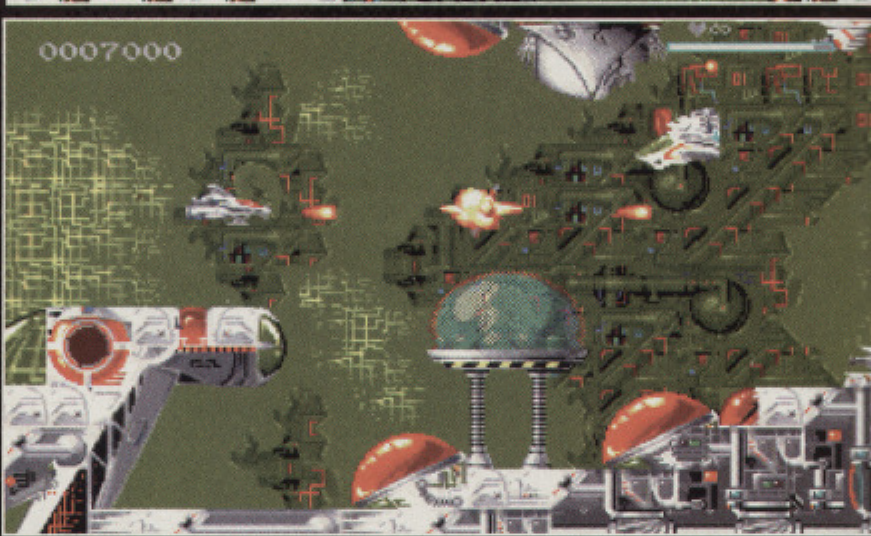
How long has it been since we had a really good, original, horizontally-scrolling shoot-'em-up, eh? How long? The last one I can remember was Project-X, and even before that they were pretty thin on the ground. Not like the good old days, when you could expect at least half-a-dozen rollicking good blasts a week. Of course, this was long before the console market appeared and forced everyone to create cute platform pap. Disposable Hero is a welcome return to mindless violence and practically limitless destruction.

You begin the game with a basic ship, preparing to fight the usual 'million to one' battle against every kind of marauding alien thing possible over eight huge levels. At the outset your ship is quite a pathetic little thing, with almost no offensive capacity and a shield that would fall apart in a light breeze. Along the way, though, you can pop into stores and upgrade your equipment, stocking up with all the latest in homing missiles, personal nuclear warheads and books just packed with amusing slogans, ideal for mounting on banners.

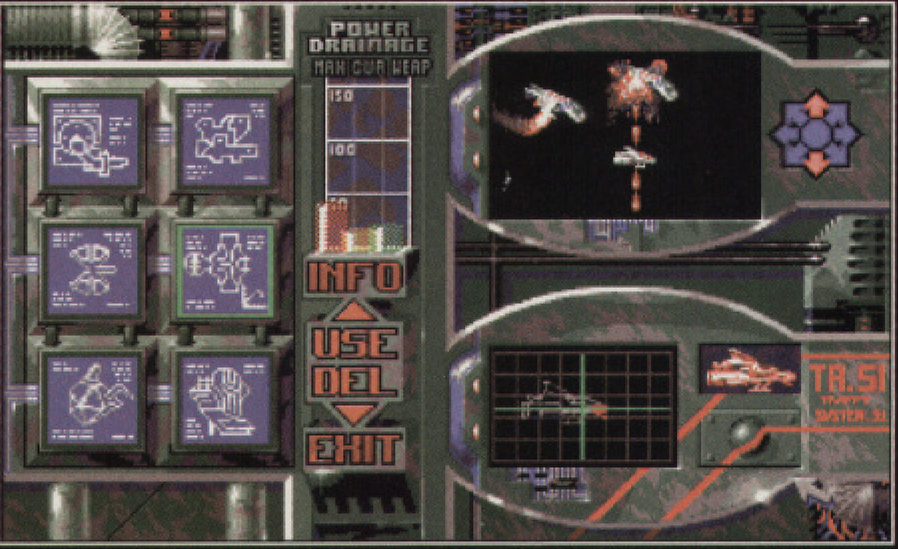
Plot-wise, there's nothing new to tell. Set half a dozen centuries into the future, the game tells of the ongoing success of man's space exploration, which is quickly halted by a hostile alien presence (what else is new?). Before you know it a war broke out, and the humans lost. Almost. You are one of the last surviving warriors and must... oh, you know the drill!



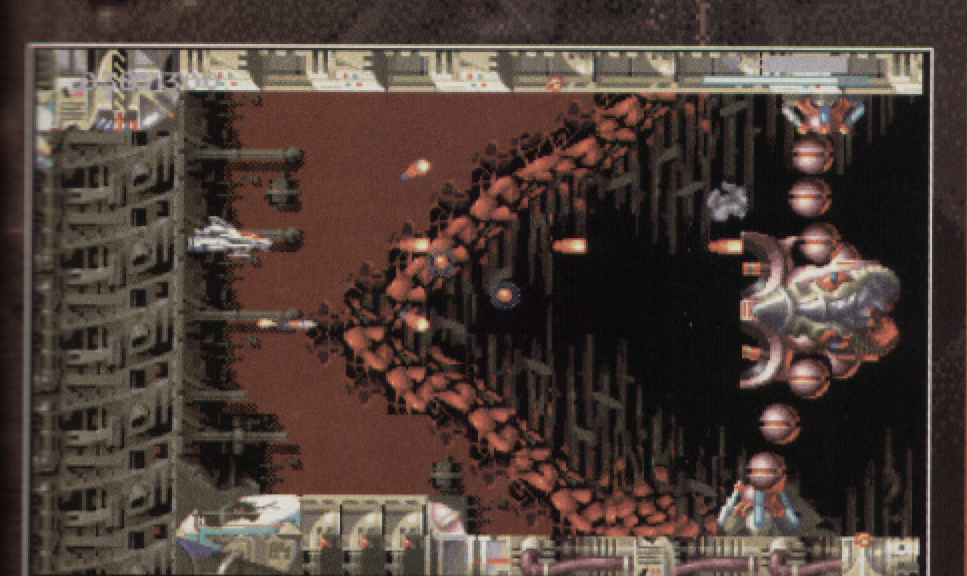
(Above right) As is usual in these games, the enemy can come from any direction. Take this large robot/spaceship-type thing here. One minute you're just drifting lazily over a large pond, the next this metal marvel the size of St Pauls lifts effortlessly off the ground and blows you away! It's just typical!



(Above) As you blast your way through the levels you'll come across large domes like these. No, they aren't gun emplacements, they're actually the factories where you can upgrade your ship. Dotted around the levels are misplaced blueprints, which you can collect. Now fly into a factory and you can exchange them for the equipment they describe.



Inside the factory you can transform your humble single-cannon fighter into a lean, mean, cliché machine. The three bars in the middle are the key to the novel trading system used in the game. You can actually have any equipment you want, provided your engines are powerful enough to drive them. The red bar is the total power available, the yellow is the amount currently in use and the green is the amount that the selected item needs. If the yellow and green bars fit into the red, then you can have it!

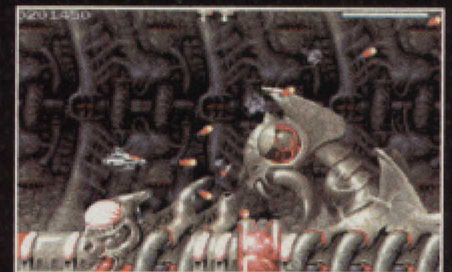


If you're used to playing horizontally-scrolling shoot-'em-ups then you will find yourself having to constantly reassess your playing style, as the variety of enemy attack patterns will generally stretch you from aggressive to defensive reactions within seconds. By the way, make sure you finish Disposable Hero because there's a special end sequence which will make all your efforts seem worthwhile.



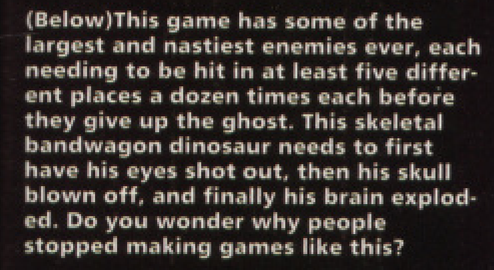
The aliens aren't the only things out to hurt you. The alien environment itself is more than capable of causing you some serious damage. A good example are these spikes on Level 2, which spring out of the ceiling and the ground without warning and impale you. Did I mention how fast your reflexes have to be?

As you can see, the graphics are probably the most impressive thing about this game. This large robotic 'dog' lies still until you open fire, and then leaps up and throws homing bombs at you. One thing a still screenshot can't show you is what happens when it dies. Trying to put it tastefully, his head explodes and blood gushes out from his neck. Coo!





Check out that destructive power! All it takes is a little organisation in the shop and you too can be blowing everyone away effortlessly. Would you believe that all this ship is armed with is a three-way plasma cannon and two homing missiles? Well, it's true!



(Below)This game has some of the largest and nastiest enemies ever, each needing to be hit in at least five different places a dozen times each before they give up the ghost. This skeletal bandwagon dinosaur needs to first have his eyes shot out, then his skull blown off, and finally his brain exploded. Do you wonder why people stopped making games like this?



THE VERDICT

First impressions? Whoah! Blast, blast, boom! Death, guns, more death, action and excitement! Well, for the first ten minutes anyway. You see, there are really two ways to look at this game. On the one hand it's a fast-paced rocket ride, generally following traditional lines but spiced up in places with a few modern touches and some stunning sprites. Or, on the other, you could say it's a sadly dated format that was found, conquered and left by the roadside long ago in preference to games that require just a little more than a fast trigger finger, such as Syndicate. Not that I can really fault this game. One niggle is that the beautifully-detailed backdrops and sprites mean that there are times, particularly on Level 3, when it's very hard to make out which objects in the background are scenery and which will cause your demise. It goes without saying that crashing into a deceptively harmless-looking pattern on the wall is incredibly frustrating. However, by and large the game plays very well indeed. The controls are tight and fluid, and the fifty frames a second animation keeps everything moving at a blistering pace. You get eight massive levels, which works out at fairly good value for money, and the four different difficulty settings mean that most should be able to work through it without sweating bullets. The real downside is that a game like this is ultimately short lived. Once you've done it, you rarely feel like going back and doing it again, but all the same the few weeks or so you'll take conquering Disposable Hero will be time well spent.

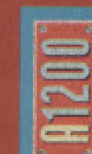
Publisher: Gremlin
Developer: Euphoria

£25.99 Out Now

Joystick/ Mouse

MEMORY	DISKS
1Mb	2

GRAPHICS	82%
SOUND	86%
PLAYABILITY	81%
LASTABILITY	71%
OVERALL	83%



A1200

This bit is as predictable as Disposable Hero's plot. Yeah, that's right - it's the same game, with no differences. Are we beginning to repeat ourselves repeat ourselves?

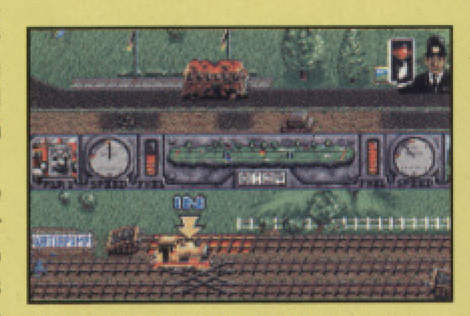
THOMAS THE TANK ENGINE 2

What would happen if you took a popular children's TV show based on a series of books written by a vicar and turned it into one of the most destructive and violent action games ever? We'll never know, sadly, but it would surely be better than what's on offer here, as Matt Broughton discovers.

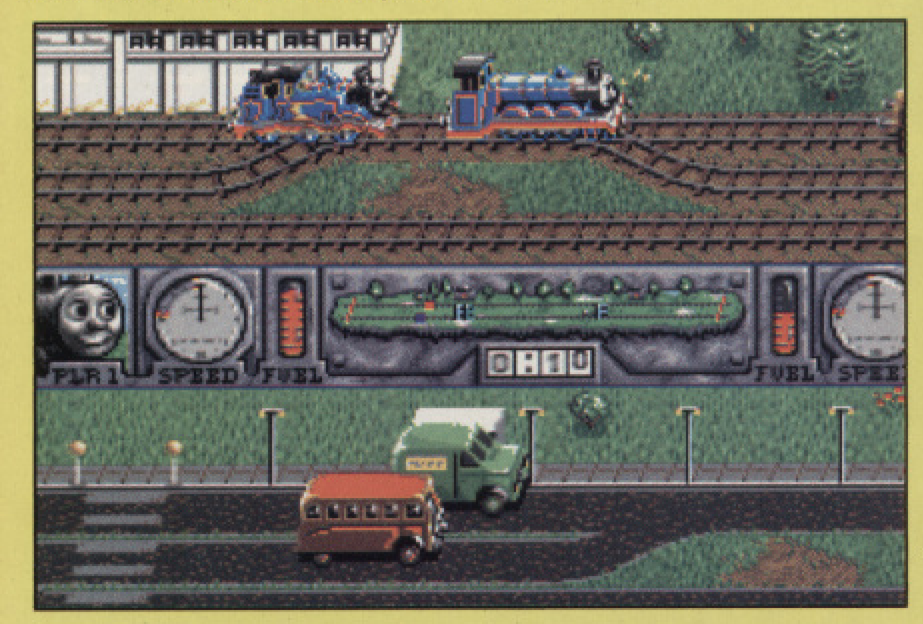
If you think about it, a character like Thomas The Tank Engine actually has quite a lot of game potential. After all, if Hewson could come out with the train sim Southern Belle, then why not create a polygon-based simulation of Thomas's life? Or a strategy game, where you have to control the movements of Thomas and his chuffing chums, desperately trying to avoid an all-out travel disaster. Sadly, such things are not to be.

In a nutshell, TTTE2 is a race game. Played against the computer or a human opponent, you need to race Thomas or one of his friends across four mainline routes on the island of Sodor, each almost maze-like in their overly confusing layouts. Rather than a straight charge, you've got to find the correct route through as quickly as possible.

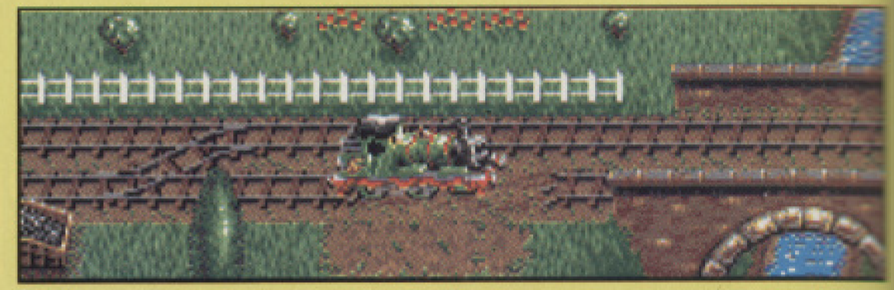
There are two difficulty levels and a number of hazards to avoid, from wrecked lines to level crossings and even the Fat Controller, who will reprimand you strongly should you go through a signal when the arm is down. Can you take on the mighty challenge of Gordon on a bad day? I reckon so.



"You're a very naughty boy" says the Fat Controller, as Bertie the Bus tries to jump the lights. Notice how the railway track has been replaced by roads and the signals have been swapped for traffic lights. Anger the Fat Controller and you can lose valuable race-winning seconds, so do what you're told!



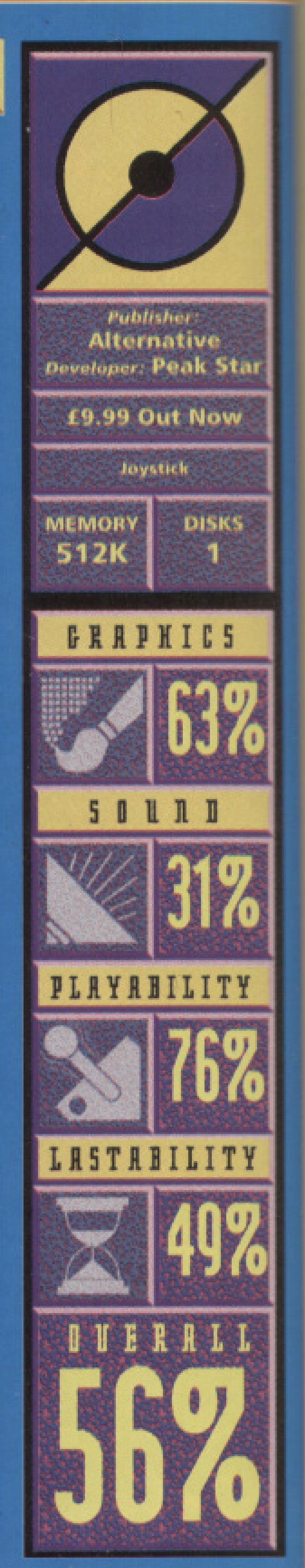
It's possible for two players to race against each other, with the split screen ensuring that each competitor gets a clear view of what's going on. It's a race in the purest sense of the word as each train doesn't appear on the opposite's track. This means that sadly you can't get up to any dirty deeds like ramming or shunting your rival.



Oops! One of the major hazards in the game are the other trains that run around on the line. As you race along you may find yourself trapped in a position like this, and smashing into an oncoming train leaves you looking a little like a squashed concertina. Thankfully your train is self repairing, and after a couple of seconds delay you are ready to roll again.

THE VERDICT

What you probably want to know right away is why Thomas 2 has gleaned such a low score, particularly as it is so obviously aimed at the younger end of the market. Visually, the game imitates the TV show quite well, although I would have liked to have seen more in the way of character. There's little animation, but the movement itself is fluid enough. The sound is, for the most part, appalling, especially the title tune which goes so off key after the first couple of bars it actually had me cringing. Spot effects are left to the expected 'chuff chuff' sounds plus the odd collision effect - all in all, nothing special but acceptable. However, the big score-lowering problem with TTTE2 is that there really isn't a lot of game here. You have four short tracks, each of which take little more than a minute to navigate, and that's it. The two difficulty settings seem to have a minimal effect on the actual game, merely adding the odd hazard here and there, and selecting different characters has no effect on play at all unless you're playing Bertie the Bus, where you drive on a road but with exactly the same layout as the railway lines. In one-player mode you'll finish the game practically before you've started it, even if you are as young as the age group the game seems to be aimed at. Longevity most definitely is not one of the game's plus points. More levels would have been good, as would a track designer or more in the way of bonus and sub-games. As it is, you'll play the game for an hour and then never load it again.





No A1200 improvements planned, and the game runs at exactly the same speed with exactly the same sound. Oh well.

OVERK

Mindscape's impressive shoot-'em-up is full of mindless fun. Which is why we gave it to Simon Byron.

The first A1200-only game ever released was Maxis' Sim Earth which didn't really show off the machine's awesome capabilities at all. However, because the old saying goes "First the worst, second the best", A1200 release Number Two already had a lot going for it before anyone knew exactly what it was going to be. And the next A1200-only game, TFX, will no doubt have a hairy chest.

So, here is Number Two - Overkill, which is certainly no load of number twos. The game has been programmed by Mark Sibly, whom regular readers should recognise as the designer of Cybernetix, the top shoot-'em-up given away exactly twelve months ago by your mates here at The One. This time Mark's excelled himself by creating what has to be one of the most impressive shoot-'em-ups this side of Project-X.

As you'd expect from this kind of game there's no plot to speak of, suffice to say that there are literally thousands of alien slime-baskets waiting to be blasted to into thousands of tiny pieces (which, if you work it out, will leave one million tiny alien pieces. Yeah, thought you'd find it interesting). Once a planet has been cleared of all foreign bodies it's off to the next, progressively harder location.

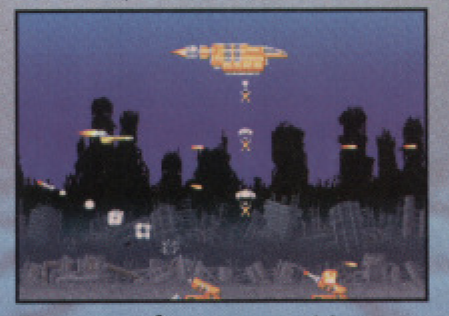
This is in fact Mark's third Amiga game that we're aware of and the only one so far to be deemed worthy of a commercial release. The trio have all had one thing in common: the influences of Defender. Just why the Australians seem to have such a passionate fascination with the arcade dinosaur is way beyond us but let's hope that it continues for a long time if Overkill is anything to go by.



As soon as the game begins several aliens will begin to seek out one of the many Trilithium Crystals that clutter up the planet's surface. If one does manage to nab a crystal then it will mutate into an even more deadly foe so it's best to try and prevent this by either blasting all the aliens or protecting your support troops long enough for them to blow up all the crystals.



The first level is relatively simple - most of the aliens only fire now and again and they all move around pretty slowly. One hit is all it takes to split them into tiny pieces and send them back to where they belong. But if things do become too intense (too many Pot Noodles, perhaps?) then press the space bar because it'll activate your Animatter Shield, making you invulnerable for a short period of time.



Every one of your support troops carries a single mine with which to blow up one crystal. Once they've completed their task they'll leap into the air whenever you fly over them and try to grab onto your undercarriage (oo-er) so that they can collect another mine from your cargo bay. They'll remain hanging under your ship until you decide to drop them off. This way you can move the soldiers around the planet, placing them in areas you feel are under threat.



Once you've managed to clear a level of aliens you'll be able to select your next battleground. You start on the outside edge of the solar system and must clear each planet in the same 'ring' before you can progress move inwards until you reach the sun itself. To be honest, it doesn't matter in what order you attempt each planet - the aliens don't vary between planets in the same ring and you'll always get the mega end-of-level guardian at the end of every third level.

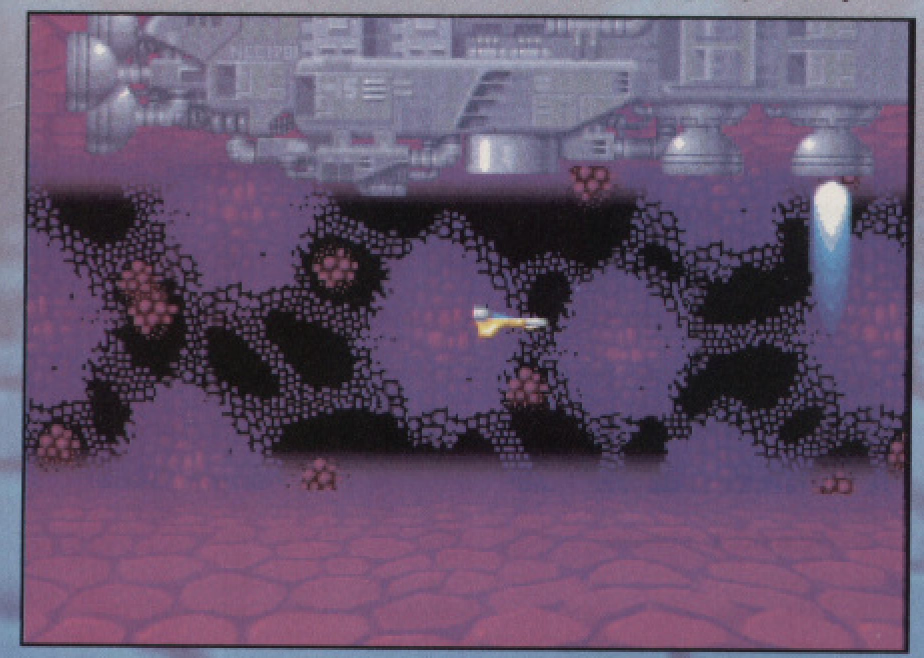
ILL



Throughout the game, power-ups are randomly deposited by deaded aliens for you to pick up. They vary from three-way fire to triple shot and only last a limited amount of time before downgrading to the weapon you were using previously, if you know what I mean. You can also pick up napalm-like bombs which cover the floor with an impressive carpet of flames, damaging any enemy that wanders into its path.



A smaller Dropship sweeps into the atmosphere shortly after you get there yourself, depositing a number of support troops. You can try to collect them before they touch down and thus earn a mega bonus but it's safer to concentrate on blasting the aliens and let them get on with their job of destroying the crystals. The aliens can't destroy the troops, by the way.

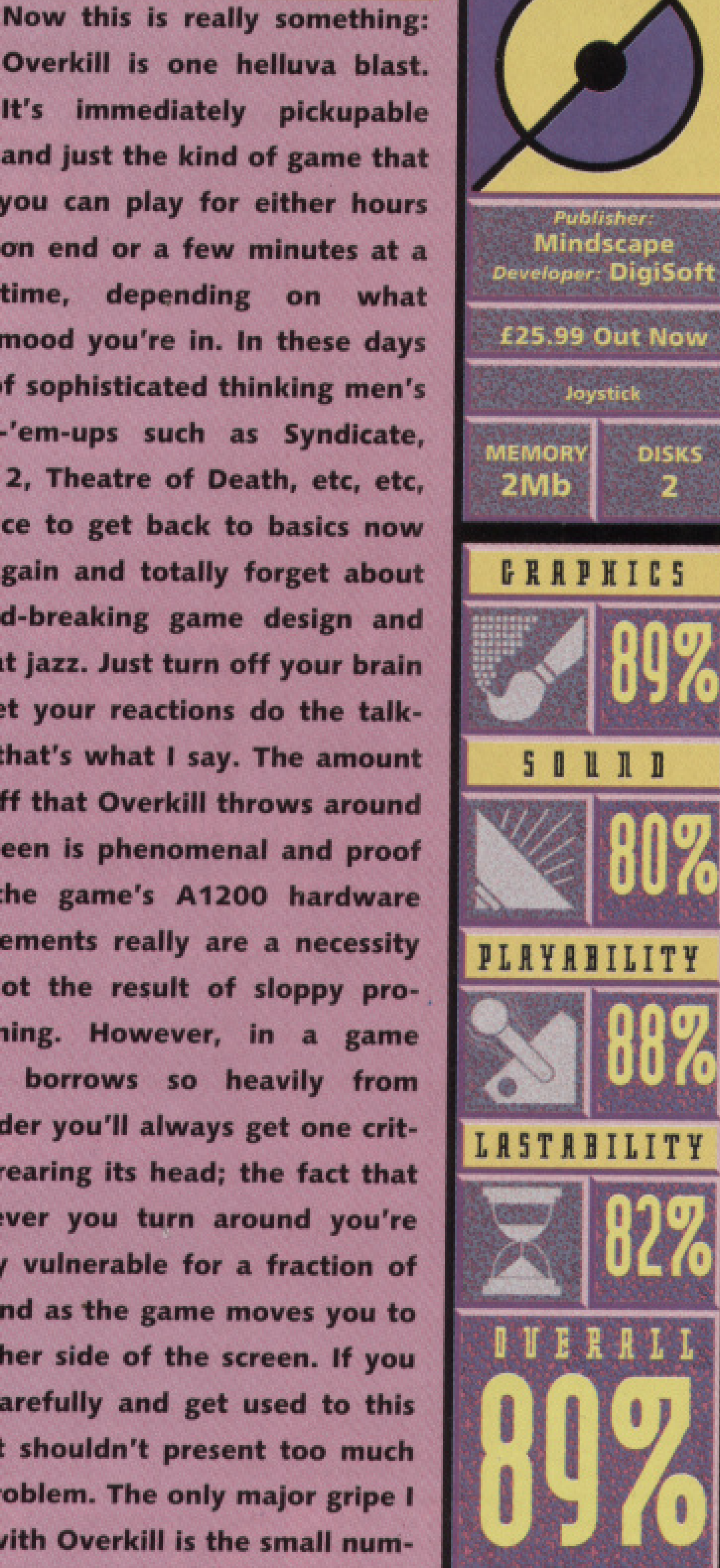


Your entrance to each level is marked by this huge Dropship which deposits you on every planet. This must surely rate as one of the largest moving objects every to appear on the Amiga, even if it is merely cosmetic. Don't spend long admiring it, though, the action's about to begin.

THE VERDICT

A1200

Now this is really something: Overkill is one helluva blast. It's immediately pickupable and just the kind of game that you can play for either hours on end or a few minutes at a time, depending on what mood you're in. In these days of sophisticated thinking men's shoot-'em-ups such as Syndicate, Dune 2, Theatre of Death, etc, etc, it's nice to get back to basics now and again and totally forget about ground-breaking game design and all that jazz. Just turn off your brain and let your reactions do the talking - that's what I say. The amount of stuff that Overkill throws around on-screen is phenomenal and proof that the game's A1200 hardware requirements really are a necessity and not the result of sloppy programming. However, in a game which borrows so heavily from Defender you'll always get one criticism rearing its head; the fact that whenever you turn around you're usually vulnerable for a fraction of a second as the game moves you to the other side of the screen. If you plan carefully and get used to this then it shouldn't present too much of a problem. The only major gripe I have with Overkill is the small number of planets you have to clear. You can clear each level within three to four minutes and although the seventeen supplied do become mind-numbingly difficult as you journey towards the centre of the solar system, you can reach over halfway through Overkill on your second or third go. But hey, Overkill is so completely ace it's definitely, definitely, definitely a game you'll keep coming back to even after you've completed it the umpteenth time.



Ha-ha-ha, hee-hee, ho-ho, tee-hee, giggle! You don't really expect to see an A500 version of Overkill, do you? Move along now before I call the nurse.

OVERKILL



GEAR WORKS

Matt Broughton spent an entire week of his life playing with this little logic puzzler, trying to turn well-known landmarks into clocks. Cheers-gears.

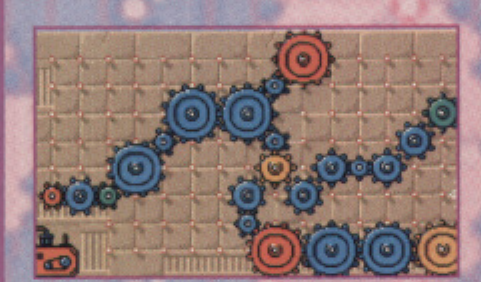


There I was, two days into the issue and nothing to review, when a lovely little package landed on my desk out of the blue. (I think you'll find it came from the post room actually - Ed.) What should plop out but a single disk labelled Gear Works. "Hmm," I thought to myself, "I wonder what this is." So into the drive it went and up came the game. One week later and several years older I found myself only about halfway through the game and still going!

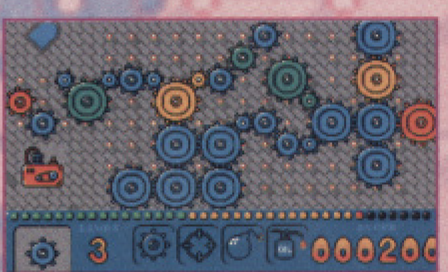
Gear Works is simple in theory but damn difficult in practice. It's a logic-based puzzler that revolves around placing a number of randomly-sized gears on the playing area so that they make a link from one side of the screen to the other. The reason for doing this is to convert twelve of the most famous monuments in the world into clocks. Quite why you want to do this is unclear but - hey! - it's a game! Each monument is divided into several levels, and each level can be made up of anything from one to four play areas.

Things soon start to get difficult as two little gremlins called Poffins appear, bouncing around the play area attempting to either break off the cog-mounting pegs or rust up your gears. These can be shot at or knocked off the screen by placing gears over them, but take care as you only have a limited number of gears at your disposal.

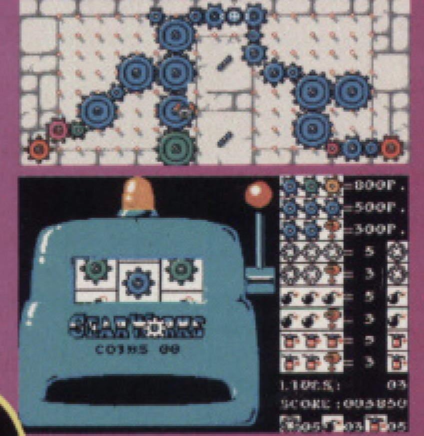
The level layouts also start to get a bit nasty with areas that must be avoided or have had all their mounting pegs removed. There is also the matter of the time limit which comes in the form of the main engine - use too many gears or let them get locked up or rusted and the engine will start to overheat, sending you back to the start of the level no matter how far across the area you've struggled. Nasty, but it all adds to the fun!



On later levels things get a bit more thought provoking as you have to set up 'branches' of gears so that you eventually get all the red cogs turning. The play area also becomes more restrictive with pegs missing in various places on the board, not to mention the Poffins doing their best to break pegs and rust gears.



Moving off the play area highlights the option icons allowing you to choose between cogs, Poffin-slaying guns and bombs and oil (used to release rusty cogs). The box on the far left shows the cog coming next while the lights running above show the engine's temperature which rises dangerously if cogs seize or rust up.

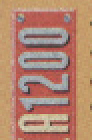


Some of the green cogs contain bonus coins which, when connected to, take you to a fruit machine sub-game (shown bottom left). The only difference between this machine and the ones you find in the pub (apart from the fact that it doesn't involve watching Simon waste £6 in the space of three minutes) is that you stop the reels using your timing and skill, while the prizes come in the form of extra bombs, guns or points. Not only is this very handy but it also provides a nice tea-break from the main game. Two sugars and white, please.

THE VERDICT

Gear Works is extremely addictive, so watch out if you're worried about playing your life away! I played this for ages and thanks to the password system kept going back for more. The general idea is deceptively simple but once you get a few levels into the game you really have to start planning ahead. The difficulty curve is perfect, gradually introducing you to more aspects of the gameplay as you go and slowly making the play areas that bit more awkward to get around. The Poffins can be a real pain as they tend to break off vital pegs just as you're about to put a cog there, forcing you to rethink your strategy and head off in a completely different direction. You can try killing the annoying little creatures but as they regenerate after a couple of seconds it's wiser spending your time to reach your destination. The varying layouts and patterns also help to make each level really feel as if it is a different level with different demands, rather than just a new bunch of graphics. The sub-game fruit machine is a nice touch, allowing you to take a break while offering the chance to replenish your supplies or just grab yourselves some extra points. It's actually very easy to win but it's a nice addition all the same. Overall Gear Works is an addictive and fun game that's well worth a look.





There are no differences between the standard and A1200 version (not that any are really needed) and it all runs at an excellent pace whatever machine you're playing on. Gottle o' gear, gottle o' gear.

CHAPTER IV: A NEW HOPE

A long time ago in a galaxy far, far away, Rebel leader DAVID BRABEN began work on a game so technically advanced it would change the course of the fight against the EMPIRE.

FRONTIER: ELITE 2, as it was called, captivated the imagination of AMIGA owners across the galaxy. EARTH, third planet from the Sun (turn left at Mars), generated the most interest, mainly due to a magazine called THE ONE, the first publication to reveal the existence of Frontier in an intergalactic EXCLUSIVE.

In yet another first, the NOVEMBER issue of THE ONE will carry a huge six-page review of the game David Braben is already calling "BRILLIANT". And that's guaranteed.

FRONTIER: ELITE 2

Reviewed exclusively in THE ONE.

On sale 28th October 1993.

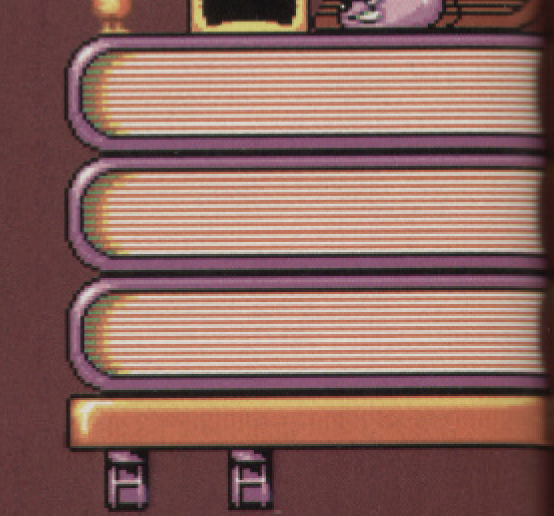
The wait is almost over...

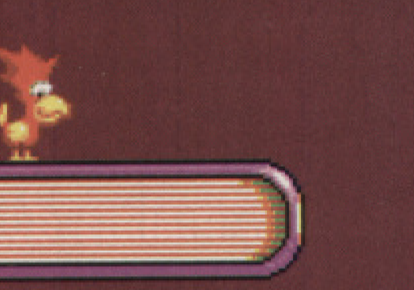














Beware the killer mice. Best thwack him with your beak.

(To Alfred's right) Secret doors teleport the brave chicken to other parts.

Diamonds certainly aren't forever where Alfred's concerned - he'll snap them up given half the chance, earning mega bucks.

These invisible platforms need to be switched on to enable Alfie to step on them. But where's the switch?

Alfred begins his quest in Book World perched atop this weighty tome. The only way off is to leap to the right.

Moving platforms whizz around these dotted tracks so you can be transported to other parts of the level with ease.

Watch out below! These pencils may look cute but if Alfred so much as grazes them he'll lose a life

ALFRED CHICKEN

Bruck, bruck, it's Simon Byron using the word 'chicken' twelve times (including that one) as he checks out Mindscape's cute platform game.

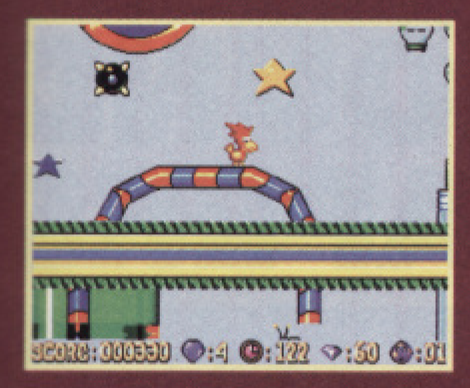
Chickens make unlikely heroes, wouldn't you say? Especially a funny-looking one who stood for election in Christchurch and ended up with egg on his face because he came second-to-last. Alfred Chicken is all of the above, plus a lot more besides, and he's got himself in a predicament from which escape is almost impossible.

It's all down to those Meka-Chickens who have kidnapped Billy Egg and all his mates and hidden them over eleven levels. These fowls are so evil that they eat unborn embryos with bread soldiers, you know. Alfred's not at all happy about this so he's set off after them. By using his super-hard beak-bashing moves and a nifty special power he's going to put a stop to the Meka-Chickens' evil plans once and for all. Of course, if he was an ordinary chicken he would have sat back in his battery farm prision and laid a hundred eggs a day before being sent off to end up as someone's Sunday lunchtime treat.

Alfred's special power isn't exactly going to frighten Chun-Li but it's handy nonetheless. By leaping into the air and performing a beak-dive for long enough he transforms into rocket-thing and demolishes any fragile blocks that happen to be beneath him. But hey kids, don't try that at home unless you want to end up with bogies all over the back of your brain.

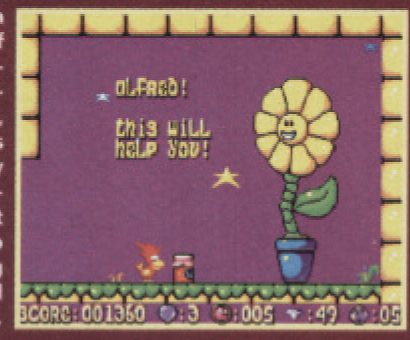
Alfred Chicken has been lovingly converted from its Gameboy original by Twilight Design, the team behind some of the Amiga's 'greatest' games, namely WWF Wrestlemania and Video Kid. But this time they've added some gameplay and playability into one of their pieces of software and the result is a corker!

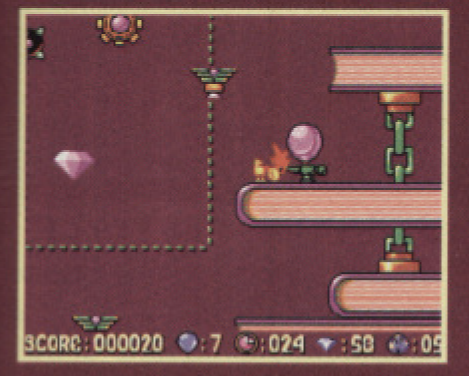




Some of the special bonus rooms and couple of the normal levels are fairly extraordinary in an obvious way - namely that bloody great rising chainsaw that's just about to part Alfred's buttocks. As soon as you see the menacing teeth of the power saw it's best to start making your way hastily up the screen before our hero ends up in a Kentucky Fried Chicken box accompanied by fries.

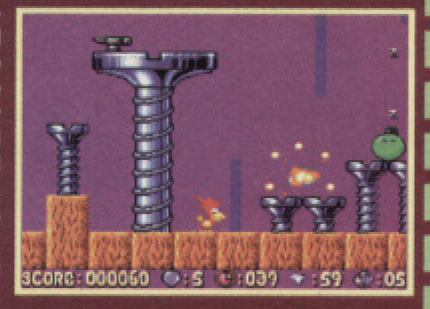
Alfred's mate, Mr Petals, has a secret room in every level and if you're fortunate enough to discover it he'll reward you with a harmless-looking pot of jam. Big deal, you may think, but these conserves are much needed because they allow Alfred to fire bouncing bullets (although God knows why). Not only does this ability allow you to destroy the enemies without risking a buckled beak but also to reveal secret platforms.

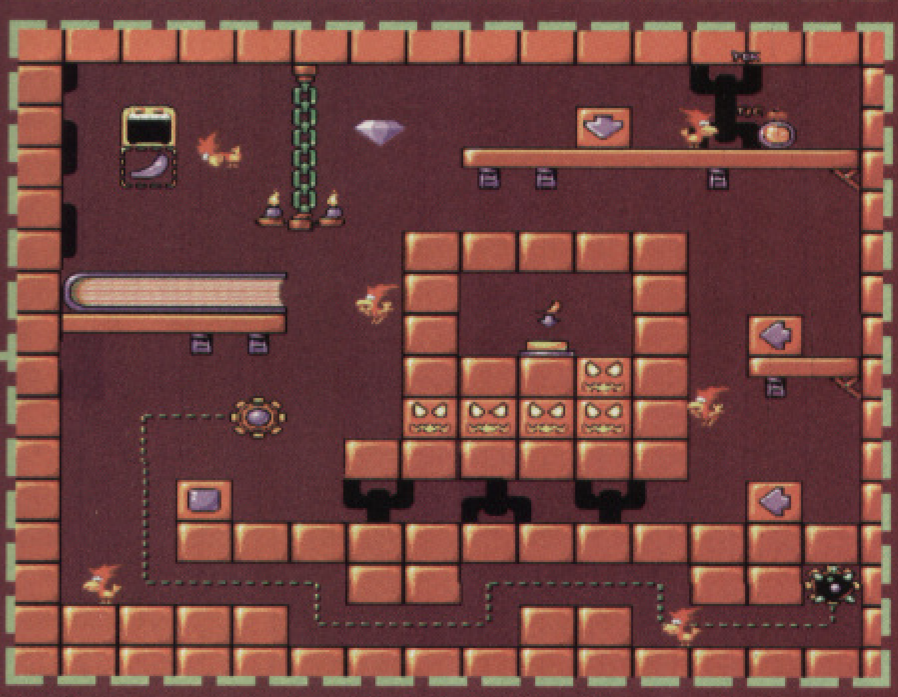




Here's what the dashing young chick is after - a lovely balloon. There are a set number to peck on each level and the amount you need to collect is displayed at the bottom of the screen along with all the other handy information (like how many lives are remaining and the amount of diamonds you've picked up), all of which is essential for survival. Once the final balloon has been pecked, Alfred will be whisked off to a special bonus stage.

Most of the enemies can be banished by leaping into the air and descending beak-first but these sleeping bombs cannot be removed so easily. Whenever Alfred nears the explosives they'll wake from their slumber and vibrate for a bit before detonating, releasing a wave of deadly bullets which are a right sod to avoid, much like the one immediately to Alf's right. Best keep well away.

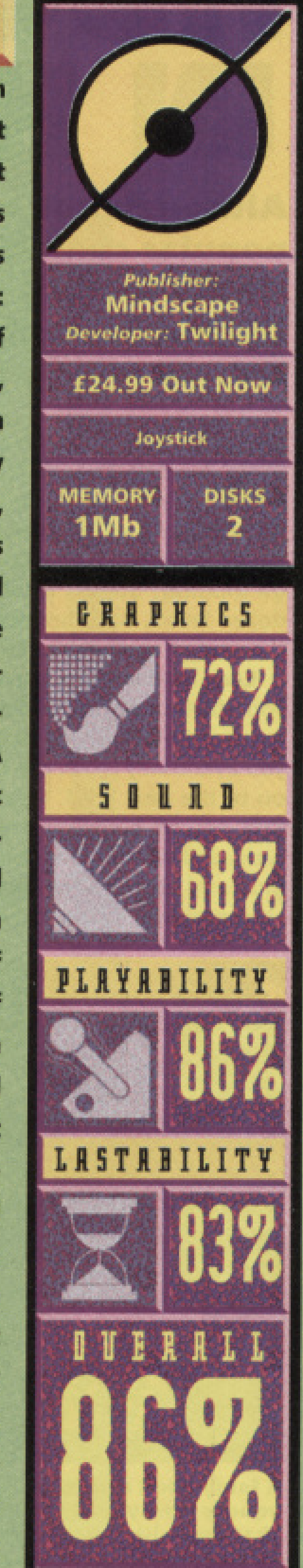




There's a strong puzzle element in Alfred Chicken (the game, that is, not the chicken) which can vary from the standard 'working out what switches you need to push to turn certain platforms on' to the slightly more complicated ones like the teaser shown above. Set over about four screens, Alfred has to guide the mine (bottom right) through the scary-faced blocks so that he can then jump on the switch. But how does he do it without touching the explosive?You'll have to work it out for yourselves.

THE VERDICT

If you've played the demo then you'll know exactly what I'm about to say but for those of you who just browsing in the newsagent's because you're too tight to buy this issue then then let me explain: Alfred Chicken is concrete proof that you don't need flashy graphics, parallax scrolling and 16.8 million colours to end up with a superbly playable platformer. Surprisingly, much of the game's charm comes from its slightly dated visuals, and even though Alfred isn't one of the most stunningly animated characters the Amiga has ever seen he certainly is one of the cutest. A by-product of these simplistic graphics is that, Baby World excluded, every surface is clearly defined so you know exactly what you can and cannot land on, ensuring that if you do fall headfirst into a row of deadly spikes then it's your own fault. Eleven levels may not sound like much in the way of VFM but don't be fooled by mere numbers - each is absolutely huge and crammed full of crafty puzzles, deadly traps and cunningly-hidden bonus rooms. What's nice is that although you don't need to enter these secret rooms, finding them soon becomes a major part of the game as there aren't any obvious graphical differences (such as a slight dent in the floor or odd-coloured walls) which even hint at their location. After all, a secret room should be just that and not an addition to the level layout through which travel is obligatory. Let's hope there are more platform games like this, where playability is placed high above pushing the machine to its limits - Alfred Chicken is a top game and no mistake. As Barry Bethall from the Weight Watchers ad might say in a poofy voice: "Try it, you'll see." Now buy this magazine.



Publisher: Mindscape
Developer: Twilight

£24.99 Out Now

Joystick

MEMORY 1Mb | DISKS 2

GRAPHICS	72%
SOUND	68%
PLAYABILITY	86%
LASTABILITY	83%
OVERALL	86%



A1200

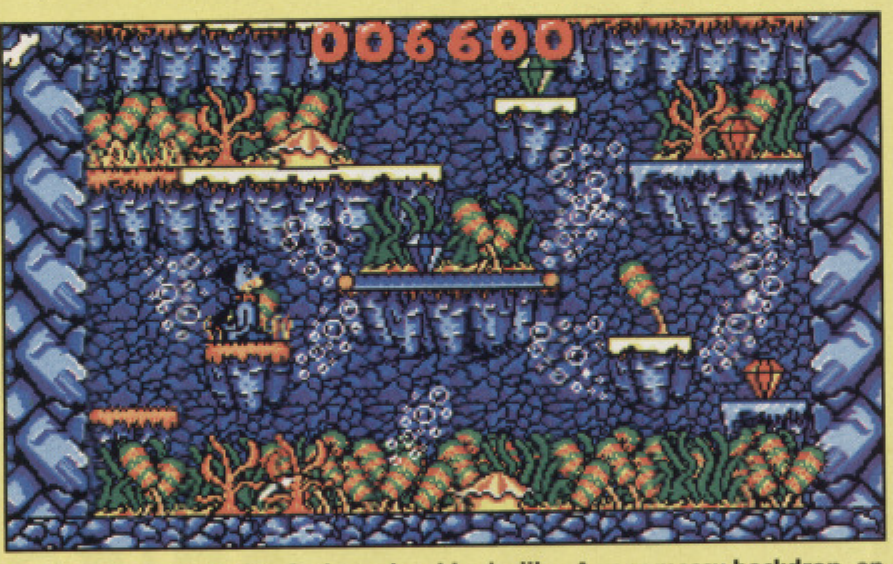
Alfred runs fine on the A1200 and there are no plans for an enhanced version, which is good as far as I'm concerned - the game is almost perfect as it is.

HUCKLEBERRY HOUND IN HOLLYWOOD CAPERS

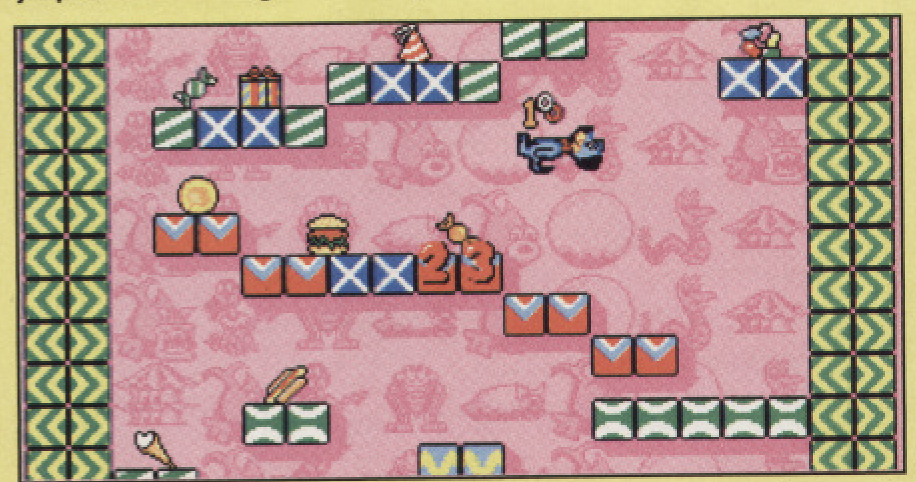
Although not one of Hanna Barbera's most popular characters, everyone knows who Huckleberry Hound is, even David Upchurch. All together now, "Oh my darrr-lin', oh my darrr-lin'..."

By some unusual twist of fate, old Huck the hero has managed to win himself a bundle of Oscars for his last cartoon. In which categories the plot doesn't say but I don't think it could be 'Best Original Score'. On this wave of success he plans his next 'movie', which will somehow incorporate the said trophies, and is just about to film it when the Oscars go missing! Stolen, by thunder! Stolen, and hidden around a couple of dozen levels, each broken down into groups of five, with a bonus level at the end of each section. Sounds like a good idea for a game.

Each level is spread across a vertical strip about three screens high, with you starting at the bottom. All you need to do is climb to the top, jumping from platform to platform collecting all the gems you can find until you eventually reach the Oscar at the top. Collect everything and you move on to the next level. To stop you progressing are the usual smattering of fish, spiked balls and tortoises you'd expect from a platform game, as well as platforms that land you in all sorts of trouble. Some are covered in glue and stop you moving, whereas others are coated in ice so you can't stop moving! You get the idea, yes?



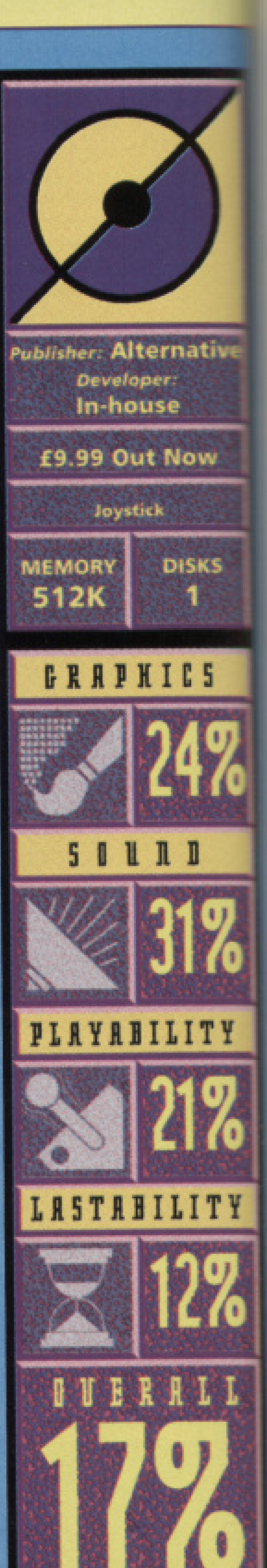
A fairly good example of what a level looks like. A very messy backdrop, an equally messy set of sprites and a collection of unidentifiable platforms. That one with the orange and yellow string on it? No, that's not a fire, it's a jet pad. You'd never guess, would you?

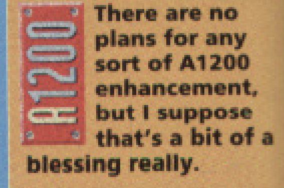


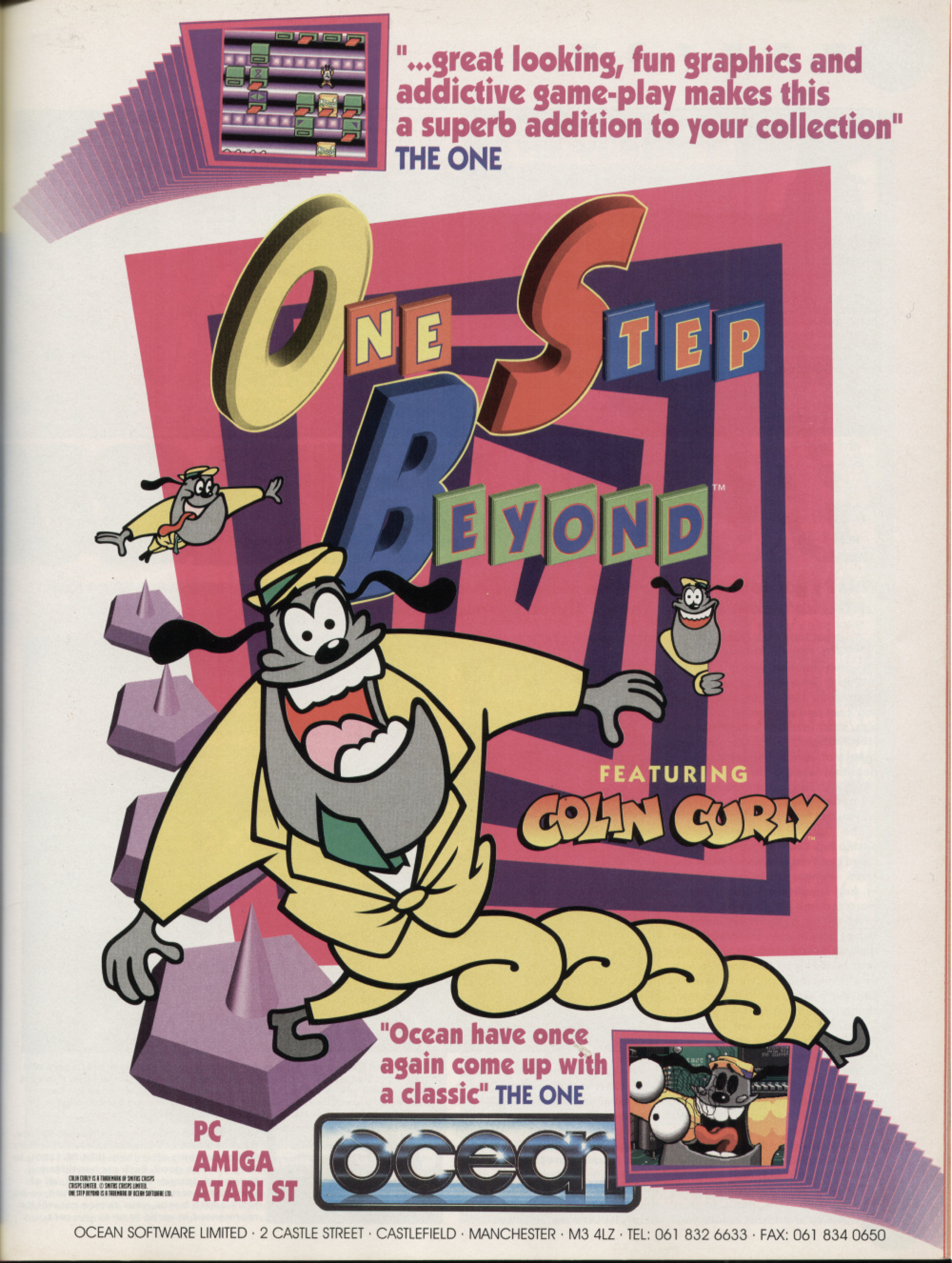
The bonus level. You have a very small amount of time to get to the top of the screen collecting everything on the level before you lose the massive bonus awaiting you. Rainbow Islands meets Nebulus 2 - I don't think. Although you might be able to see the platforms more clearly, that doesn't actually make the game any more playable.

THE VERDICT

Bloody Hell, this is awful! This is one mutt that should be tied to a barn and shot with a double-barrelled shotgun. I spent last night playing with a rather slow Public Domain ZX Spectrum emulator and most of the games I played on that were of a far higher quality than this. I cannot stress how completely crap Hollywood Capers is, from the dodgy rendition of 'My Darling Clementine' right down to the clock that flashes up during the bonus stage. I hate this game and everything it ever stood for! The graphics, for example. There are those that say our way of grabbing screenshots makes a game look bad. Believe me, there is no way to make this game look worse than it already does. How anyone can hope to get away with sixteen-colour backdrops is beyond me and the animation is awful. The way that Huck jumps is just so irritating and the second world - underwater - is so poorly drawn that it's almost impossible to figure out where the platforms are without actually stopping and closely examining the screen, which usually ends up with you dying as something smashes into you. The game is just completely unplayable. Huck can't jump high or far enough to avoid most things, and he can't turn and jump from a single spot - if he's standing on the edge of a platform, he'll more than likely just walk off the platform! A complete waste of your and my time.






"...great looking, fun graphics and addictive game-play makes this a superb addition to your collection" THE ONE
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"Ocean have once again come up with a classic" THE ONE
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As you'd expect from a driving game there are plenty of roadside objects and hazards to avoid. Black cars are the computer opponents while the white cars indicate civilians who are just out for a Sunday drive. Both types of driver adhere to the Highway Code of the particular country you're in so if you're in England, for example, you'll drive on the left and cars will head directly for you if you spend too long in the other lane.





(Right and below) U, U, U, Utah Saints, etc. Here's the psychedelic intro, complete with rapidly-flashing logos, silhouetted dancers, and geezers performing hand slaps, all accompanied by the Utah's "I Want You". More intros like this, please!

BURNING RU

What's got four wheels and an exhaust? A car, stupid! What's got four eyes and a copy of Ocean's new driving game? Simon Byron, of course!

Forget Indy cars, don't bother with Formula One - the Burning Rubber World Championship is where the action is. It's completely illegal, of course, so you'll not find any poncey qualifying laps, strict marshals who'll halt the race if there's even the slightest chance of rain or the petty regulations that take the competitive edge out of hurtling round a track. Nope, it's basically down to you, your car and bucket loads of adrenalin.

The globe-spanning championship has been set up by a bloke called Fast Fred who coordinates the races, arranges locations and courses, and supplies additional equipment through his many race shops which are run by top-heavy maidens. Money talks in these emporiums and the only chance you have to increase your readies is by finishing the race in a respectable position, earning you extra cash as well as a few championship points in the process.

Because the races are unofficial and the speeds the competitors reach are well beyond the various national limits, the international police forces will do their best to halt your fun by giving chase as soon as they catch you breaking the law. Avoiding these confrontations is easy - simply slow down whenever you see a cop car - but this will obviously cost you time, increasing the opportunity for the other championship participants to pass you by and finish before you.

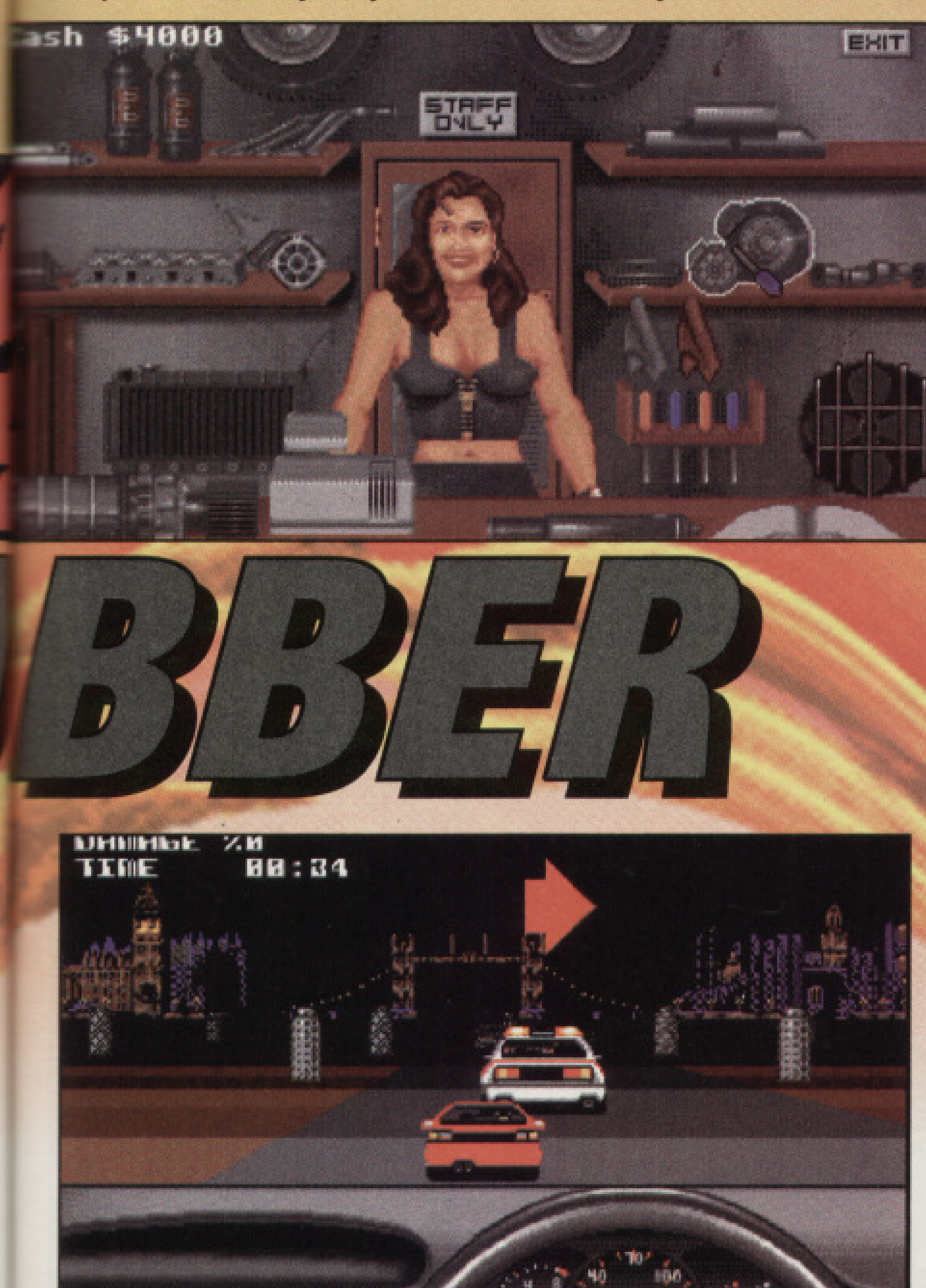
What's fairly unique about Burning Rubber is that it allows you to play what you consider to be the best route from the race's start to its finish line as, at various points along the way, you can turn off into alternative roads. Apart from that, it's a standard run-of-the-mill race game, the likes of which we've seen many times before. So is there any reason to buy it? Let's see, shall we?

(Above) Even the slightest graze against anything moving or stationary will increase the damage meter by an amount proportional to the object you hit and the speed you're doing. As the races last four minutes or so it's best to take it easy, especially as you have to pay for the repairs between races (if you've got money, that is). Reach 100% and the race will be over.



(Left) You can choose one of six cars to race, most of which have a combination of letters and/or numbers after them (like RS 1800), so they must be good. Each car has differing top speed, torque, er, 'CC' and BHP, all of which have some effect, I'm sure. And, as an extra added bonus, your chosen car will be represented in sprite form as you race.

(Below) Fast Fred's Olde Shoppe contains loads of useful kit to be bought - if you've got the money. It's worth spending time experimenting with all the different goodies as selecting wisely is a vital part of the race. For your interest, you can buy exhausts, cam shafts, super chargers, turbo chargers, suspension kits, fat tyres, cylinder heads, nitros, body kits and brakes.



The coppers tend to park by the roadside, with their beady eyes fixed on the cars passing by. If you approach them slowly then you'll pass without incident but storm on by like you're trying to reach the pub before closing time and they'll switch on their sirens and make chase. You can usually outrun them if you're fairly skilled but if they catch up they'll attempt to ram you until your car becomes significantly damaged.



All of the drivers in Burning Rubber take different routes to the finish line so you often don't know how well you're doing until the very end. By moving the arrow in one of the directions highlighted you can specify your route and whenever you need to turn off during the race the computer will flash an arrow on-screen. The shortest route may not be the fastest as the longer tracks tend to be straighter so you can build up speed more easily.

THE VERDICT

Well, let's hope that other bands follow the Utah Saints' example and negotiate more music/game tie-ins - the intro to Burning Rubber is one of the most impressive things I've seen and heard in a long time (although it has to be stressed that epilepsy suffers won't agree). It's unfortunate, then, that the game doesn't live up to the high standards set by the gratuitous pop promotion. Harlequin have tried desperately hard to do something different, but the things which should stand out and remove Burning Rubber from the crowd actually work against it. Take the route planning, for example, which in theory is a good idea. Having the opportunity to race the way you want to is all well and good, but because the junctions turns are at 90° to the main road they're hard to negotiate without crashing so they just get in the way - an Outrun approach would have been mush easier to swallow. The damage indicator would have been okay if it wasn't for the startling rapidity with which the hits pile on more devastation. Yes, you do need to be punished for smashing into opponents and whatnot but not so harshly that by a third of the way through the stage your damage is at 80%. And what makes it worse is that the computer-controlled cars creep up behind and pass 'through' you without warning - again, upping your damage. Graphically, the game's slightly below par, with the car's animation frames reduced to a minimum and the scenery and other vehicle jerking wildly into view. All that aside Burning Rubber plays well enough, but if you're used to Lotus-style slickness then you'll be slightly disappointed. Nice idea, but a little rough around the edges.

Publisher: Ocean
Developer: Harlequin

£25.99 Out Now

Joystick/Mouse/Keyboard

MEMORY	DISKS
1Mb	4

GRAPHICS	73%
SOUND	77%
PLAYABILITY	78%
LASTABILITY	80%
OVERALL	78%



Now this is a first. You'd normally expect either "no difference" or "plays better" here, but not this time. Burning Rubber on the A1200 is almost a little too fast. Unfortunately, this makes the game even harder to play as the twists and turns are harder to negotiate. However, Ocean are promising an A1200-specific version which promises 256 colours, etc.

BURNING RUBBER

MICRO MACHINES

Matt Broughton has enough trouble getting his long legs into a Mini, so you can probably imagine the problems caused by trying to cram him inside miniaturised vehicles to play Codemasters' latest. Never mind, it's all in the name of fun.



Ever wanted to drive miniature Formula One cars around a track marked out in chalk on a pool table? Or race little jeeps around a breakfast table covered in spilt milk and dollops of baked beans? No? I thought not. Well, who cares what you want because you're going to get it anyway - if you're playing Micro Machines, at least.

Yes, the idea behind the latest - and definitely greatest - game from the prolific Codies is bizarre to say the least. It's yet another racing game, but one with a big - or should that be tiny? - difference. Rather than driving some big throbbing monster machine, this release offers you the chance to steam around various locations in a miniaturised vehicle of your choice.

In total, Micro Machines puts you behind the wheel of eight widely-varying vehicles, including tanks and speedboats as well as more traditional sports cars and buggies, and allows you to drive in such locations as sand pits, garage floors, school desks and the bath to name but a few.

Micro Machines can be played as a one or two-player game. In the one-player mode you can play either head-to-head against a lone computer opponent or compete in a championship against three binary rivals. In two-player mode, however, you can play either a one-off head-to-head or compete over eight tracks to see who can win the most races.

Unlike most modern day two-player games Micro Machines doesn't use a split-screen mode. Instead, you are effectively joined together so the competitive aspect is always high. If one player does manage to gain an advantage and forces the scrolling screen to the leave their rival behind then the leader is awarded a bonus point, shown as a strip of coloured lights at the bottom of the screen. You can either win the game by changing all the bonus lights to your colour or by completing all the laps with the advantage in your favour.

It's all very instinctive and straight-forward to play so I won't patronise you any further by stating the obvious. Anyway, you se[...] small bloke - that's you that [...]

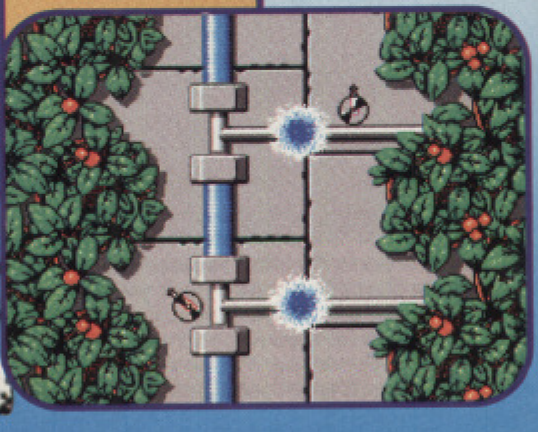
(Above) When you're playing against the computer in a head-to-head competition you'll be presented with a bonus lap to complete against the clock after every few races, with an extra life up for grabs should you get round before the time runs out. The race takes place on a rough track covered in deadly puddles, obstructing plants and rocks, and bits of guttering to be crossed. It's extremely hard and needless to say I didn't manage to do it once in all the time I played the game. I'm not happy about this you know!

GARDEN

The garden presents you with a perfect testing ground for your mini choppers as you whiz around the undergrowth. Apart from tons of places to get stuck, water sprinklers spell certain death. Don't say I didn't warn you.

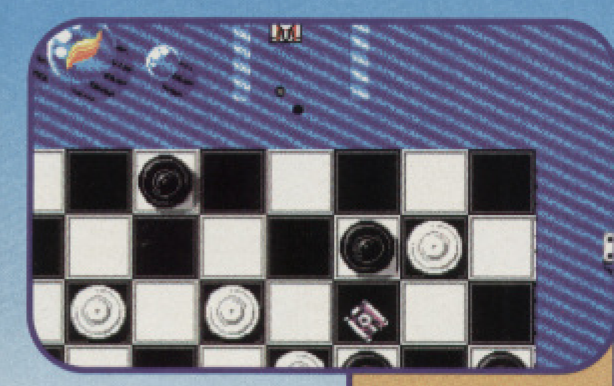
SNOOKER

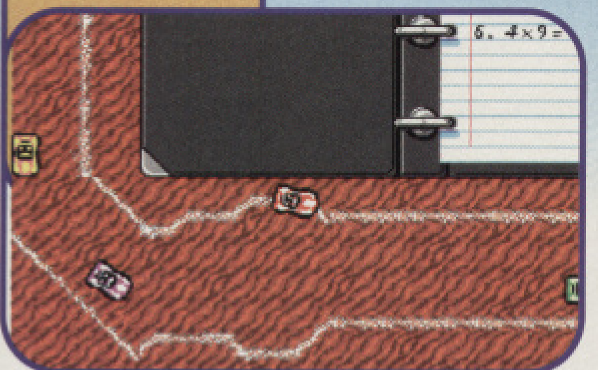
The pool table has, as you might imagine, more balls than most. Cards lead you up on to the rim of the table and drop you into the corner pockets. Not the obvious place for a Formula One car but who cares - it's all good fun.



DESK

This looks much like my old school desk, with rubbers, sharpeners, pens and folders scattered everywhere. Take care when lining up on the thin rulers joining the desktops!



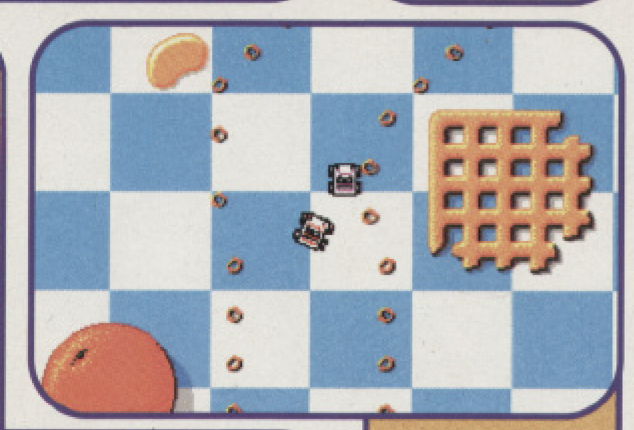


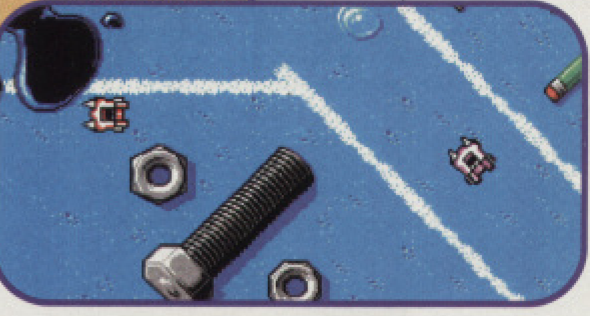
TOYROOM

Trundle through the toy room covered with marbles and toy soldiers and try to negotiate the peril-strewn draughts board. The tanks are the only miniatures to have weapons - guns, guns, guns!

GARAGE

The garage floor is a dangerous place, with nuts and bolts, fuses and oil patches dumped thoughtlessly all over the shop. Even worse are the globs of glue that slow you down to a crawl. Any high speed collisions here will destroy both cars as well.





BREAKFAST

Some messy blighter has left milk, beans, waffles and cereal all over the table for you to negotiate in your jeep. Oh yeah, don't go near the edge - aaeeiii!

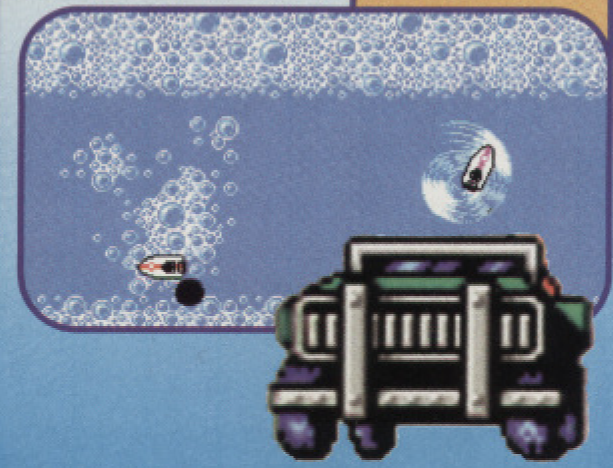


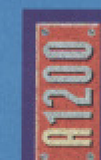
BATH

The bath is quite forgiving as there's no way to fall out. Watch out for rubber ducks and the plug-hole whirlpools as you leap over abandoned shampoo bottles in your speedboat.

SANDPIT

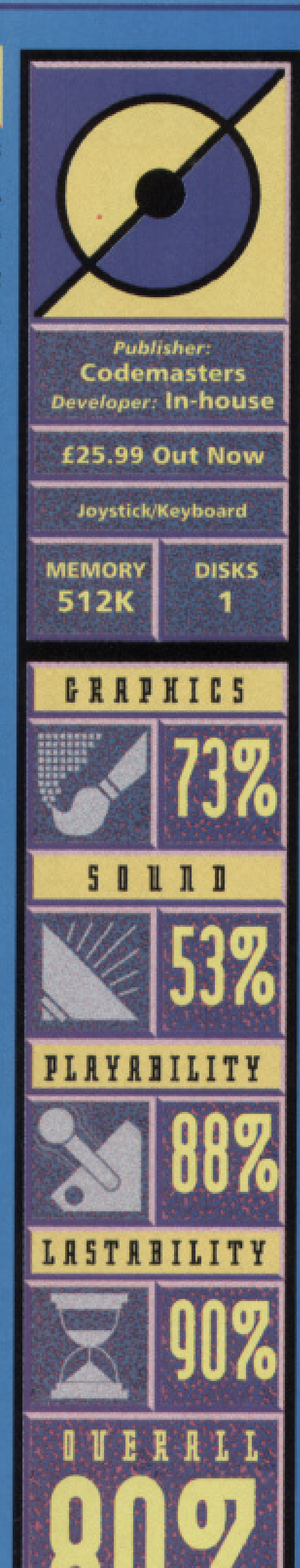
The kiddies' sand pit is a perfect opportunity to try out your mini jeep but watch out for puddles (hope it's only water) and use the spades to jump over rocks.





THE VERDICT

When we first got a demo of this game a month or so ago we spent a rather frightening amount of time playing it. It even got to the point where Sensi Soccer was demoted to second fiddle as far as lunchtime challenges were concerned. Such is the excellence of Micro Machines - it's without doubt the best two-player racing game we've ever seen. There are no rules to be learnt and no manuals to be read, you just pick up the joystick and go. You might think the way the two-player mode works sounds a bit 'stop and start' but once you get going it works to perfection, especially when you play someone on your own level of skill, ensuring that the race is always kept tight. The various vehicles and tracks actually do play very differently - it's definitely not a case of 'same game with new graphics'. Talking of graphics, there are no real grumbles with regards to either the game's graphics or sound; they're not exceptional but are more than adequate. Micro Machines is at its very best when played by two humans as the computer plays in a very predictable way - it never falls off the edge, it never speeds, it always stays on the track it never makes any mistakes. As you play you soon learn the way the computer 'thinks' and can use this to your advantage, so there's perhaps not quite as much of a long-term challenge for the lone player as there ought to be. Still, it's a hell of a two-player game. I'd personally recommend inviting a gang of mates round, buying a KFC bargain bucket for sixteen and a huge quantity of beer, and having a 'Winner stays on tournament'. But, of course, it's up to you.

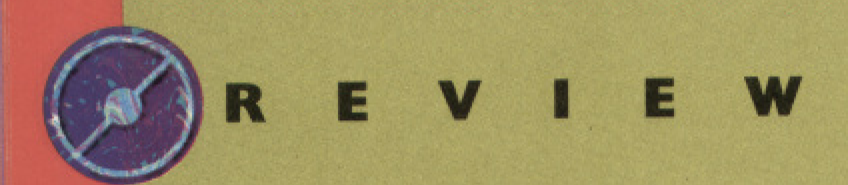


Publisher: Codemasters
Developer: In-house
£25.99 Out Now
Joystick/Keyboard
MEMORY 512K | DISKS 1

GRAPHICS 73%
SOUND 53%
PLAYABILITY 88%
LASTABILITY 90%
OVERALL 89%



A1200 Even though both David Bowie and Tears for Fears (to name but two) sang about 'Changes', the Codemasters don't when it comes to Micro Machines on the A1200. Don't worry, though, as it's blinding anyway.



EUROPEAN CHAMPIONS

He's played every football game there is! He's even good at one or two of them! Yes, it's The One's very own Kev Keegan, Mr Matt Broughton!

It's taken them quite a while but Ocean have finally come up with an arcade football simulator to go against the mighty duo of Sensible Soccer and Goal! You might say that it's taken them too long time and that their chances of even making the slightest dent in such an oversubscribed market are zero. You might even say that they're wasting their time. Well hey, give them a chance at least!

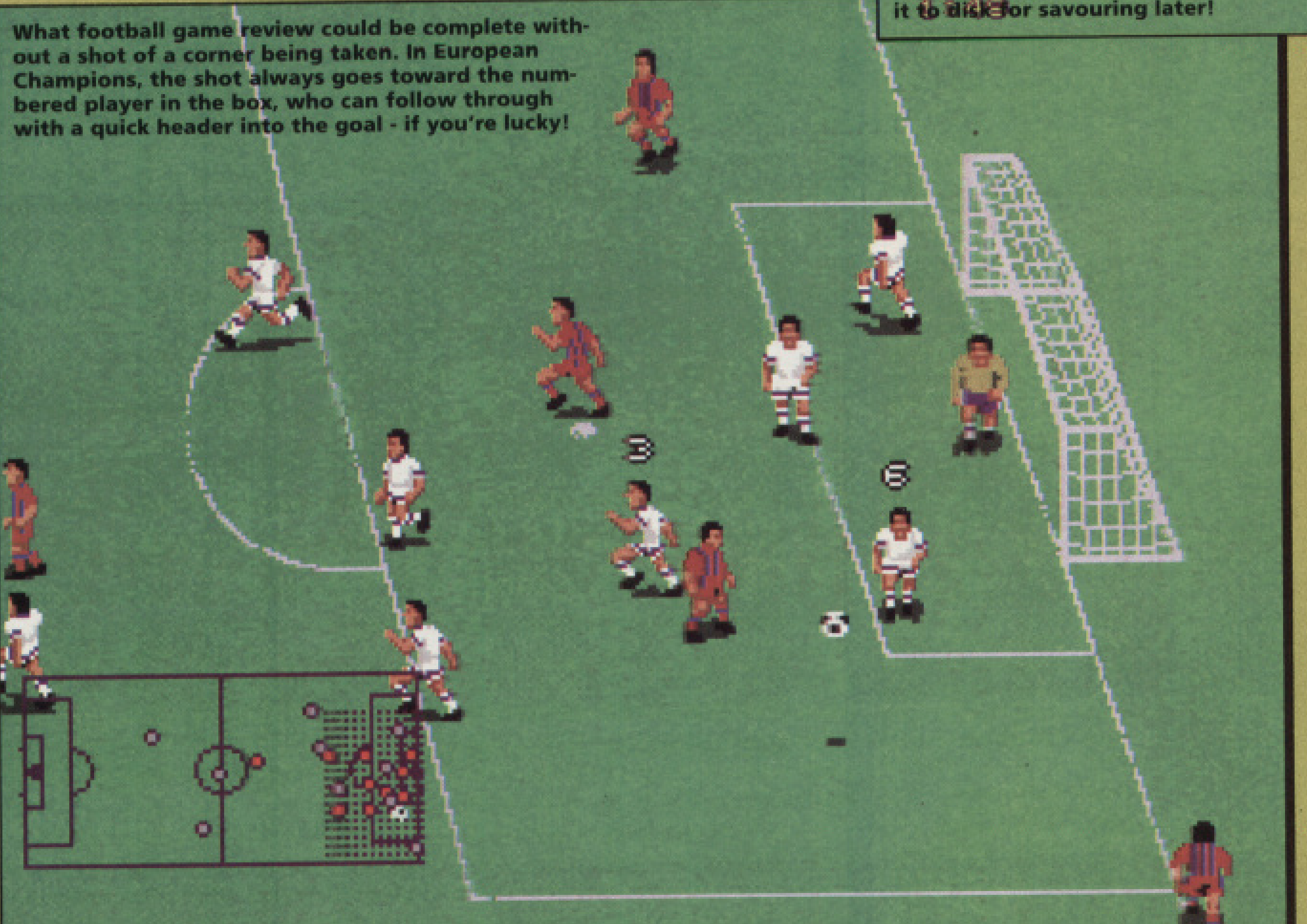
European Champions is a mixed bag of football goodies, strung together by developers Audiogenic in a way that will be instantly familiar to players of any of Audiogenic's own World Class series of games. From the start you're presented with a plethora of menus, giving you access to leagues, cup challenges, friendly matches and any other fussball (as they say in Germany) related activities. But don't worry - there's no management involved. All the menus are just a mask for the core of the game - the match itself.

The match can be viewed from one of two different perspectives: from above, as favoured by Sensisoccer and Goal!; and from the side, as employed in Manchester United and Match Day. You can toggle between the two views at will, just to add a little more variety to your game. On top of that there's a unique system of three different passing methods, plus a full video action replay system that doesn't involve linking up your Amiga to a VCR!

So, as you can tell, European Champions is packed with options and features. But is the footy any good? Meet me after full-time for the Verdict.



You can call up an action replay like this at any point, just by pressing 'R', and one appears after every goal by default. Now, whenever you score against your mate, you can irritate them to Hell and back by playing and replaying the same goal over and over again - you can even save it to disk for savouring later!



What football game review could be complete without a shot of a corner being taken. In European Champions, the shot always goes toward the numbered player in the box, who can follow through with a quick header into the goal - if you're lucky!

You can do a lot more in European Champs than just play friendly matches. You can opt to join in a league table, like this one, or partake in the Ocean Cup, a massive pan-European challenge featuring the best teams on the continent, if Leeds count as one of the best teams on the continent!

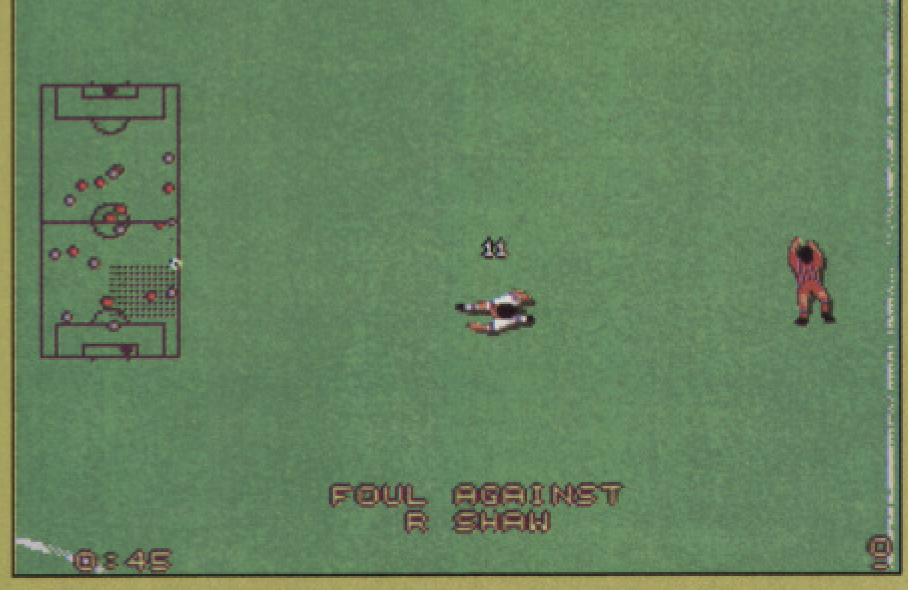


The guy with the arrow above him is the one currently in control. The arrow points which way the ball will go when the fire button is pressed, and the name at the bottom shows who the ball will go to. This method of passing is called Ping Passing, but there are more direct methods.

This is the standard top view, as seen in so many other games before. You might notice that the players are larger than in most games, or the fact that one of them has a halo over his head. That means that he is the receiver of a pass currently being made, so get ready to control him when the action gets going.

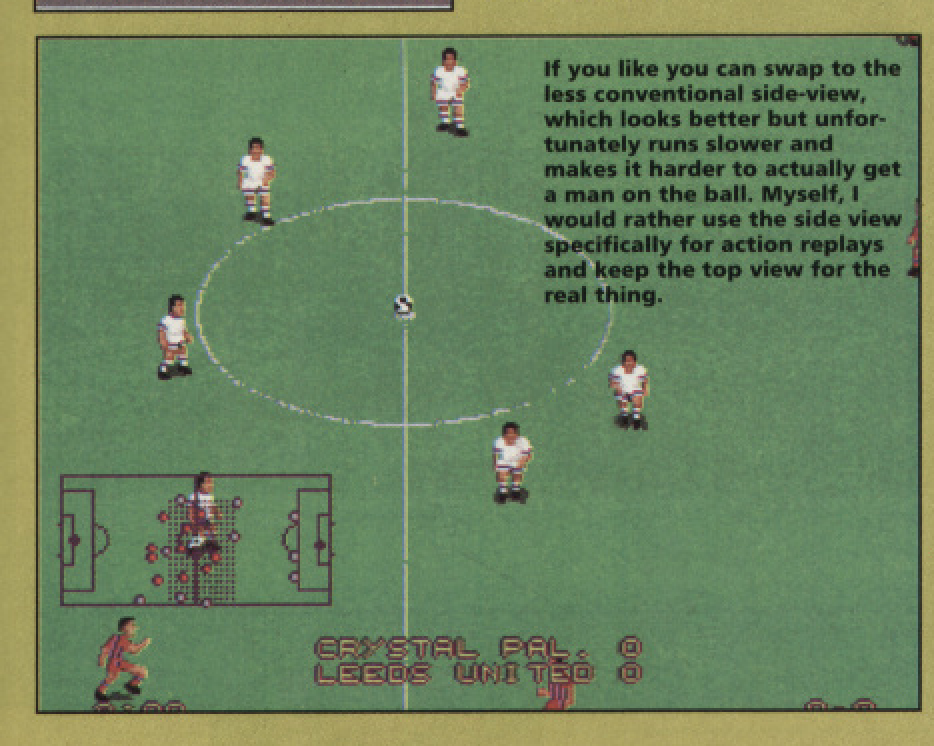


Foul, ref! In true Kick Off style, you can sliding tackle anyone you like to the ground or just barge them if you really want. But watch out - some referees will call a foul if you so much as tackle a player from the front, so your time would be better spent learning how to intercept passes. That way you don't lose any players!





Before a match, you are given a massive amount of options to make the game as easy or as difficult as you like. There are ten computer skill levels to choose from, five different types of pitch, four wind settings, and a choice between two dual-player options: Team Play, where you both play for the same side, or Normal Play, where you control opposing teams.



If you like you can swap to the less conventional side-view, which looks better but unfortunately runs slower and makes it harder to actually get a man on the ball. Myself, I would rather use the side view specifically for action replays and keep the top view for the real thing.

THE VERDICT

It's funny but you can always tell when a football game has come into our little office. The small but effective games room suddenly becomes packed with heaving, sweaty bodies just crying out for a quick two-player go. This time was no exception. Sadly, however, after the inital buzz had died down nobody hung around for a second go. The problem with European Champions is that, although the game looks incredibly promising, it's a bit of a dog to play. The most frustrating thing about the game is that there is very little actual skill involved. So much of what goes on is automated - the passing, the goalkeeping, etc - so the game can be incredibly easy to beat, even on the harder computer levels. As long as you can stop the ball from being intercepted when making short passes, there's no way at all that the computer team should be able to get the ball off you. As a result you end up trundling up the screen, and then leaving it in the hands of the gods as to whether or not you score. It's also very, very sluggish. Everything moves so slowly that all you can think of doing is binning the disks and getting Sensi up and running. The players crawl across the screen and the joystick response is just pathetic. Half the time it's very hard to tell if you're really in control of what's going on on-screen at all! It isn't all bad, of course. The variety of options is a plus, and the amount of tailoring you can do means that you can always set up the game so that it has some challenge, but without options like aftertouch and proper set pieces it just doesn't require as much skill as it should. Stick to your personal favourite.

Publisher: Ocean
Developer: Audiogenic

£25.99 Out Now

Joystick

MEMORY	DISKS
1Mb	2

GRAPHICS	76%
SOUND	71%
PLAYABILITY	72%
LASTABILITY	64%
OVERALL	71%



Errrr, quite remarkable. Apparently, European Champions works no differently on the A1200 than it works on the standard Amiga. And latest reults just in - no enhanced version planned. Extra-ordinary!

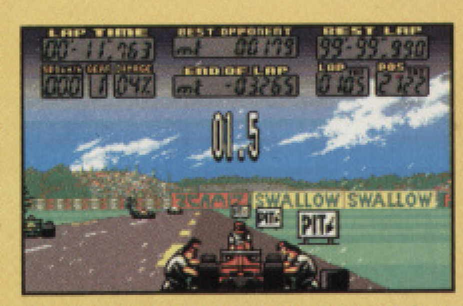
F17 CHALLENGE

Matt Broughton has a powerful engine, a strong structure for difficult tracks and reaches his best even when wet! Sounds a bit saucy I know, but it is actually relevant to Team 17's latest release.

If you were Team 17 and someone came up to you with a corking racing game and asked if you fancied putting it in the stores and making lots of money, what would you say? Yes, me too. Strange but true, this is exactly what Martyn and the lads have done and, as a result, I'm sitting here doing about 315kmph in a super charged love machine. Well actually it's a car, but that won't stop me over exaggerating.

F17 Challenge offers you the chance to compete on 16 tracks in exotic locations across the world, either as individual races or as part of a world F17 championship, taking on 22 computer-controlled opponents of varying driving ability. You have four cars to choose from, each with specific attributes such as high performance in wet conditions, body strength for difficult tracks and rapid acceleration for fast tracks. You can also choose to drive with automatic or manual gears as well as change the difficulty of the game.

Before each tournament begins you have the option to go straight into the main race or to do a qualifying run first. Though the main race can be anything from five to fifteen laps long (this can be altered using the options) the qualifying race always consists of two laps against minimal opponents, with your best time dictating your position on the starting grid. You need to do well in the qualifier otherwise you'll find yourself so far down the grid you'll need to do some demon driving to get back in the picture.



It's more than likely that by the time you've completed one circuit you'll have taken a fair bit of damage from other cars and off-road collisions which, apart from affecting the performance of the car, can also cost you the race should the damage meter get to 100%. You have the chance to make a pitstop once per circuit and need to decide between risking your car's performance against losing precious seconds while the mechanics make repairs.

You have a damage meter that increases as you collide with other cars and off-road trees, advertising boards, etc. Should this meter reach 100% you are, as usual, out of the race. Once per lap you have the option to make a pitstop which will repair your car's damage but will cost you valuable seconds.

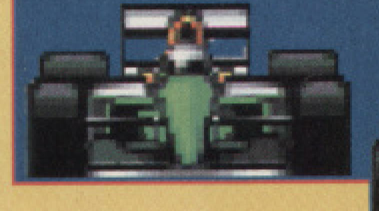
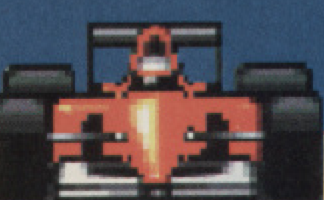
Well, everything seems to be there alright but what's it really like? Read on, brave driver.

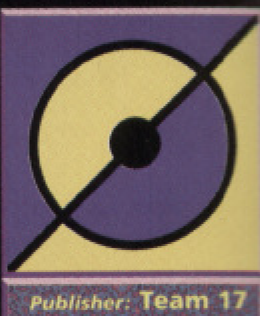


You can choose one of sixteen tracks to race on when playing in single race mode (you race a set sequence when in a championship) and it's from here that you can also check on the circuit length as well as weather conditions and track records (right). Here there's a good chance of rain, increasing the likelihood of skids and spins.

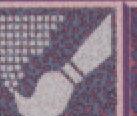
THE VERDICT

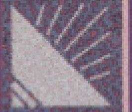
As you'd expect from Team17 , F17 Challenge is a quality game with loads of neat touches. Overall presentation is superb with some brilliant soundtracks and excellent graphic options making the game instantly user friendly. The sixteen tracks each have enough individual unique features to keep them from being repetitive, including the use of different weather conditions, track layouts and graphical backgrounds. I don't want to make this seem like a love affair, however, so I'll give you some of my moans now. The game's extremely unfair when it comes to collisions, with you spinning all over the track and sustaining about 20% damage while the computer cars just carry on (they never need the pitstop either). The upshot of this is that unless you start a race at the front of the grid you spend the first ten seconds of the race being battered all over the place and needing a pitstop before you've even crossed the start line. Another moan is the way that the cars sweep left and right across the track as you try to overtake them on bends - apart from being pretty unrealistic, it's a severe pain in the butt. Having said all this, you do get used to it so it shouldn't be a problem for too long - just annoying! Despite these gripes, F17 Challenge is a polished game that's more than worthy for consideration as your next buy, especially at this price .



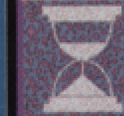
Publisher: Team 17
Developer: Holodream
£12.99 Out Now
Joystick
MEMORY 1Mb
DISKS 2

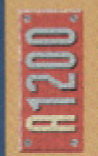
GRAPHICS

83%

SOUND

84%

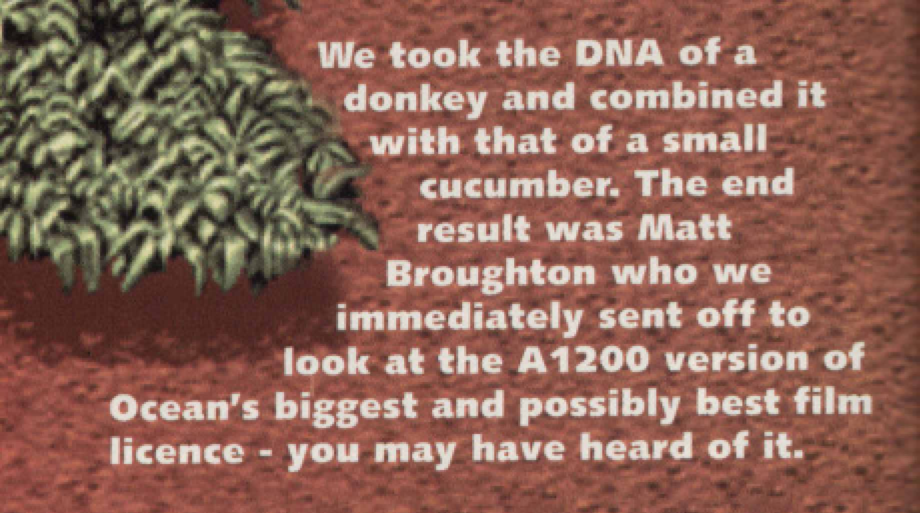
PLAYABILITY

84%

LASTABILITY

87%

OVERALL

84%

A1200: No differences to be found here I'm afraid, sir. Move along now, there's nothing to see here. Come on, get out of it!



We took the DNA of a donkey and combined it with that of a small cucumber. The end result was Matt Broughton who we immediately sent off to look at the A1200 version of Ocean's biggest and possibly best film licence - you may have heard of it.

JURASSIC

I loved Jurassic Park, I really did. To date, off the back of the movie's marketing machine I've managed to wrangle a free ticket to a preview of it at the Empire, Leicester Square (a good week before you mere ordinary humans, I might add - brag, gloat), a free slap-up binge at Planet Hollywood and a free T-shirt or two, not to mention numerous badges, cards, posters and other various bits of tat. Lucky me, eh?

You've got to hand it to Jurassic Park's marketing people - they've did an incredible good job, so much so that now just about anything vaguely dinosaur-shaped sells faster than something that sells very fast indeed, making Jurassic Park's awareness campaign one of the most prolific and successful in the history of cinema and retail.

I hadn't really realised exactly how far reaching the 'dino effect' had spread until I recently went away for a long weekend to a small village in the south of England. Ah, I thought to myself, how good to get away from work and all those bloody dinosaur things Dave likes to collect around his monitor. Seconds later I came across some little rural tea shop fiendishly tempting kiddies to hassle their parents into a visit by offering free dinosaur-shaped cakes with each cuppa. The cunning pigs!

Even if you haven't seen the film (very likely, I'm sure) you can't have avoided the endless stream of JP books, hats, mugs, chocolates and even Jurassic Park hedge trimmers. (Are you sure about that last one? - Ed.) Well, maybe not, but I think you get the picture.

I doubt there's anyone left on the planet who doesn't already know about the plot so I'll not bore you by going over it again. Suffice to say you play the film's nominal hero Dr Alan Grant and start the game just after the dinosaurs have broken break free, marooned next to your wrecked jeep in the park's Tyrannosaurus paddock.

Your task is to find Hammond's grandchildren, Lex and Tim, and guide them safely through the park's various dinosaur paddocks to the visitor centre. From there you must restore the park's systems and call for a rescue helecopter. This involves lots of arcade adventuring around top-viewed scrolly landscapes and some spooky one-on-one fights against vicious Raptors in Legends of Valour-style tunnels and passages.

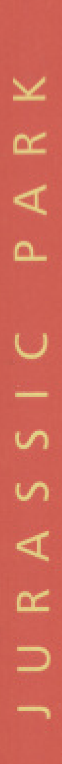
I'm sure you're simply dying to know what the game's like, so let me just put on my false white beard, purchase a dodgy walking stick with a lump of plastic on top and adopt an unconvincing Scottish accent. Och-aye, hoots, that's better, ahem, "Welcome to Jurassic Park."



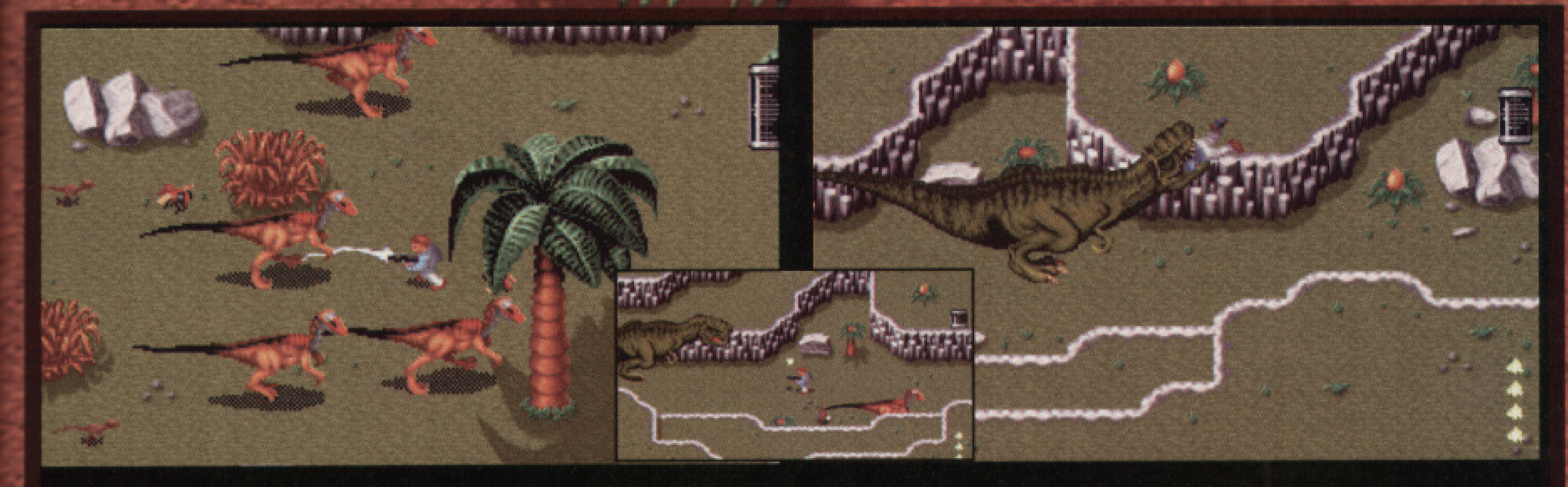
When you're not dealing with a specific dinosaur, you are constantly pestered by Compsognathus and dino dragonflies. The Compys will weigh you down by their sheer numbers, while the flies will swoop around your head, occasionally flying in and stinging you. The cattle prod is generally the best thing to deal with both as it can be swung around in an arc, dealing out death to the smaller animals.



(Left) As well as being plagued by Compys and dragonflies throughout the Triceratops paddock, every now and then you will come across a herd of baby Trics that will charge at you. You need to avoid or shoot these to avoid injury while constantly collecting fruit across the level. When you've got enough you can attempt to pass the adult (bottom left) by dropping fruit to slow her down. A seemingly blocked passage can be passed by luring the other adult to charge you and moving out of the way at the last minute, causing her to crash into the wall, and so breaking it down.







PARK

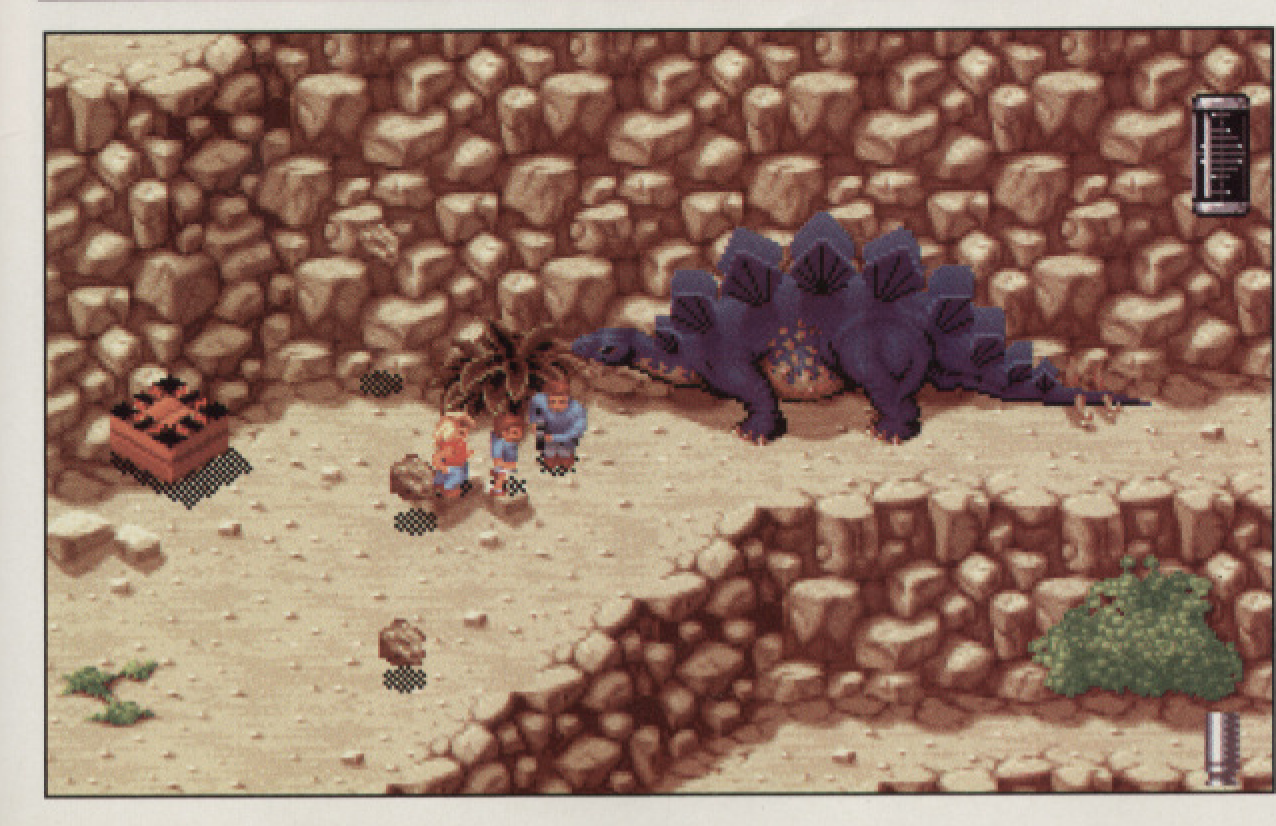
WALK THE DINOSAUR!

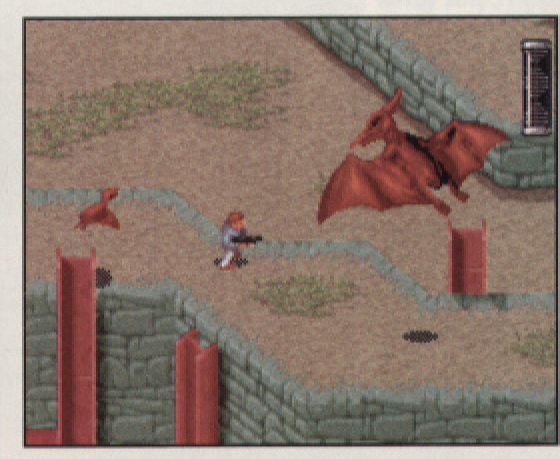
Walking through the Gallimimus paddock you feel the ground shaking. The kids duly wet themselves and run away, leaving you to negotiate a huge stampede of Gallimimus (above left). You need to avoid or shoot these docile but deadly herbivores or else you could find yourself smeared into a sticky puddle all over the floor. Just when you think you've the danger has passed, the adult Tyrannosaurus Rex appears from nowhere and chases you down a narrow valley (above middle). It all gets a bit tense at this point, as you might expect, and you need to make good use of your limited number of flairs to distract her long enough to get away, collect the kids and head off in search of the visitor centre. I'm sure I don't need to tell you what happens should you get caught, so I've shown you instead (above right).



(Left) Electronic motion detectors are located throughout the park, and when they're working they can detect and identify the different types of dinosaur roaming free. Connected to the motion sensors are computer terminals that can be used to call up maps and information as well as control park functions, like opening gates and doors. While using a terminal you may receive an urgent message from the control room. These messages affectively list your tasks for that section ahd give info on where to find the missing kids. Again!

(Below) As in the book, but not in the film, the Pterodactyl dome must be crossed to find a keycard that has been taken to one of the reptilian birds' nests. There are several plot deviations like this in the game, but they're all to the good so who cares? The Pterries come in three flavours: small - quick and thick; medium - slower but more cunning; and large - slow but able to drop rocks on you from above. The flight of the dinos has been cleverly done so that they are aware of how tightly they can swoop - therefore you can hide by the edge of cliffs, safe in the knowledge that they won't come for you. There are still the Compys to deal with though!





(Left) The Stegosaurus paddock is an unusual one because the threat here doesn't come from the animal itself. What does cause a problem, though, is that the dino thrashes its huge tail against the cliffs, causing rockfalls that must be dodged past with the kids in tow if you want to take something back to Hammond that looks vaguely grandchildren-shaped. As with all the 2D sections- your health is shown by the fluid in the top-right, while your current weapon's ammo is shown bottom-right.



PRETTY PICTURES AND WHAT THEY DO

While travelling through the park, you can collect a number of different items that will be helpful along the way. Here are some of the bits and bobs explained.



KEYCARD

Some of the gates in Jurassic park can't be opened by powering up the systems alone so you'll need this - it'll get you just that bit further than your ordinary key.



FLARES

Not hippy trousers but in fact extremely useful for confusing motion-sensing Tyrannosaurus Rex. Don't waste a single flare or you'll end up chomped.



LEX

Once you've got the kids you won't be allowed to leave them in certain places as you won't be able to get back to them. If you stray to far they'll appear looking scared.



MACHINE GUNS

Kids and guns; they love 'em. There's a limited amount of ammo and once this has run out, you'll get the cattle prod back. You can select between them at any point, if you prefer.



CATTLE PROD

The default weapon throughout the isometric sections of the game has no limit to its use. It does take a seconds to charge back up to full power (shown bottom right) but is very good for sweeping away the pestering Compsognathus that plague each level.



TOOLS

Found in certain maintenance bunkers, these can be invaluable for getting into hidden areas such as the sewer system.



ANTI-VENOM PILLS

Fairly essential if you want to get past the poison-spitting Dilophosaurus. Take two before bed and seven before breakfast.



EXTRA AMMO

Very handy for those 'Oh my god, I'm going to run out of ammo and die' situations. To be found in both the 2D and 3D sections of the game.



FRUIT

Fresh fruit! More than essential if you want to stand a chance up against the Triceratops. Much like Mr Upchurch, the Triceratops can be delayed by dropping food in front of him.

(Below) In the 3D sections the action changes to a first-person view with a small map displayed in the top-left showing general structures, objects and, of course, nasty Raptors. There are different types of Raptors that will either ignore you until disturbed or attack you as soon as they see you (accompanied by swelling music). As with the 2D sections, your energy and ammo supply is shown on screen and can be replenished by collecting first-aid kits and ammo clips respectively.







(Above) There are only a few ways to be instantly killed in the game, with most things just weakening your reserves of energy. The Tyrannosaurus Rex can bite you in half and the larger Triceratops can trample you to death, but other than that the only way to die is to fall too far in the 2D section. You can push rocks around the landscape and butt them up against walls to gain access to higher ground levels. However, be very careful in some levels not to drop rocks that you need to escape the paddock.



(Left) Trying to get through the main gates of the park you are cornered by the spitting Dilophosaurus with no way out. A message from the visitor centre lets you know that Nedry has locked the gates and was last seen driving into the spitter paddock with the keycard. I'm afraid you're going to have to go back through the paddock and find Nedry's jeep if you want to get out. The dilophosaurus paddock (shown below) is a tight maze-like affair and you'll need to avoid the river and the long drops, not to mention the spitting gits, if you want to find the jeep (inset below left) and Nedry's keycard.











One of the early levels involves finding the kids lost within the baby Tyrannosaurus paddock. They have been split up and Lex has actually fallen into the underground sewage section so you have to enter the sewer through an access pipe and lead her back into the open. The only problem is that Lex refuses to enter the gloop (silly girl) and you need to lure her onto a raft and push her out. This would be lovely and easy if it wasn't for the dino crocs and other subterranean nasties out to get you.

POWER UP!



The 3D sections account for about 60% of the game. Some levels give you a specific task to perform while others are purely a matter of getting from one end of the maze to the other alive. All the while you should be on the look out for the Raptors. Here in the main lobby Hammond and Ellie will guide you by walkie talkie to the main power unit.



Done it! I've managed to get the main power back on, but my passage back is blocked and I'll have to go through the caves. Only problem is that it's too dark to see where I'm going, so I'll need to search for the night vision goggles that are hidden somewhere else in the complex.

THE VERDICT

A1200

In the past Ocean's film licences have had a bit of a rough ride from the critics, mainly because a lot of them were crap to say the least. However, their reputation improved greatly with the cracking Addams Family and is now further enhanced by what they've done with Jurassic Park. Yes, I'm pleased to report that JP is a bit of a corker. Graphically it's a real treat; the Chaos Engine-y top-viewed sections move very smoothly even when there's a vast number of dinosaurs milling about and the 3D sections are detailed and move smoothly. The sound is also good; the scary roars (bung up the volume and you'll poo yourself when you're being chased by the T-Rex!), chirps, stampedes, etc, all add to the primeval atmosphere and the music works particularly well, especially in the 3D section where it flares up if you're attacked by Raptors, upping the tension no end. The game follows the film's plot reasonably closely although some liberties have been taken here and there - it hardly matters, though, as it's all to positive effect game-wise. I must say I'm surprised that the isometric and 3D sections weren't mixed together more frequently - as it stands the 3D section tend to pop up more towards the end of the game although you do get a nice 3D taster early on, and thanks to the password system you should be able to drop in anywhere you fancy once you've been playing it for a decent amount of time. The game's not perfect - in the 3D bits you can often spend long minutes wandering about with nothing to fight, and aiming at the smaller creatures in the top-viewed stages can be tricky - but even so, at the end of the day, if you like dinos, the movie or simply a good game, you'll love this.

Publisher: Ocean
Developer: In-house

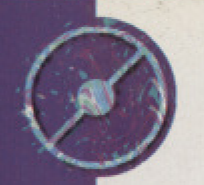
£25.99 Out Now

Joystick/Keyboard

MEMORY	DISKS
1Mb	4

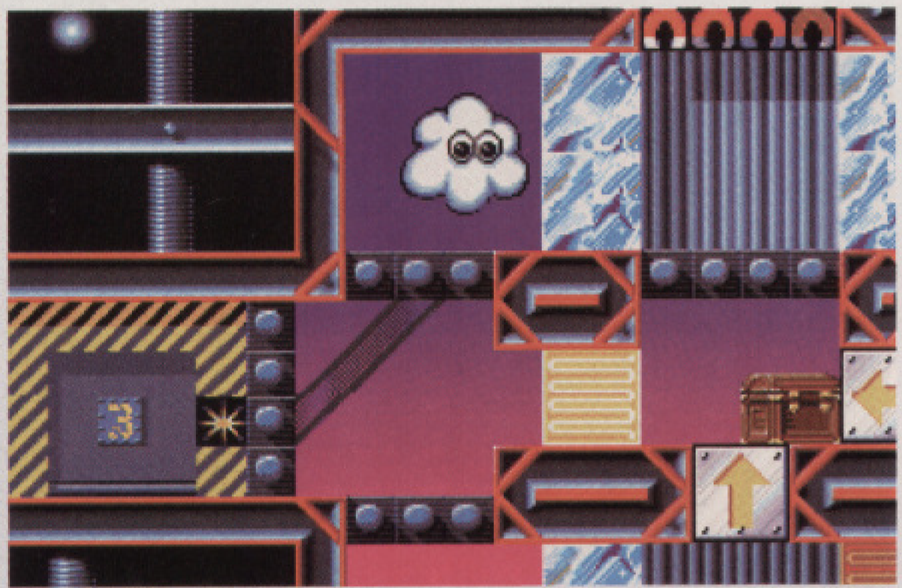
GRAPHICS	88%
SOUND	88%
PLAYABILITY	89%
LASTABILITY	86%
OVERALL	89%

The A500/600 version will have reduced colours on-screen and will definitely lose the music on the 3D sections. It will be released about two weeks after the A1200 version, and the programmers are hoping that, other than those areas mentioned, it will basically be the same. Fingers crossed.



Souped-up games with souped-up graphics and souped-up sound are always welcome on these souped-up pages. You sir, step up and let us see your A1200-related wares! Matt Broughton raises one eyebrow ever so slightly and turns his attention to the matter in hand.

MORPH

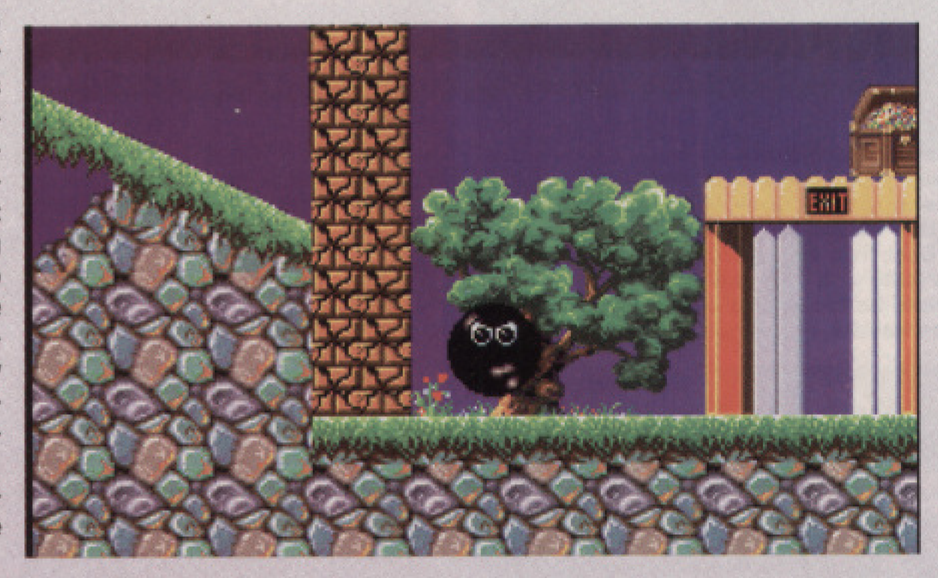


Millennium

Back in jolly June, Grandmaster Upchurch (for that is his name) introduced us all to a new character by the dubious name of Morris Rolph - or Morph to his mates. Morris had gone to see his mad professor chum who had invented a teleportation device and was just about to test it when a bolt of lightning struck the machine, blowing it to pieces. Once the dust settled, there stood a swirling mass of atoms - previously Morris - who was now truly a Morph, able to metamorphose into one of four states of density.

This led us into a lovely little platform romp that involved careful use of Morph's abilities to pass through four specific areas, collecting a piece of the blasted machine in each, until the machine could be reassembled and used to return Morph to his human form.

You have an infinite number of attempts to complete each level but are limited by the number of changes allowed per level - which can be increased by collecting the correct icon - and by the overall time limit. You need to master the strengths and weaknesses of each of Morph's states to cross each level as specific obstructions cause problems to the different masses, e.g. extractor fans affect the gas and rubber states, while water drowns the solid boulder and drains dispose of the water drop. Some obstacles, though, can be used to alter your state without wasting a change icon i.e. pass water through a heater and it will become a gas cloud, etc.



"I like Morph, I really do." said Mr Upchurch, and I have to agree with him. Morph has a lot of character and is actually one of the more original puzzlers to have appeared in quite a while, with a fair amount of action going on at all times - not something always present in puzzle games.

The main criticism targeted at the game when it was originally released was that it was far too easy, with most levels being solvable after a few rounds of trial and error, and Millennium has responded to this by adding an extra three levels to each of the four zones. This adds to the longevity of the game and also adds to the 'dauntingness' of the overall challenge - there are no passwords or cheats here so you have to play through the whole lot to get there.

On top of that, the graphics have been completely redone, with much more detail and overall 'feel' added to the game along with improved backgrounds and between-level pics. The sound has also been enhanced and tweaked in all the right places - I particularly liked the little birdies tweating in the garden zone. This is definitely one of the better puzzle games out and about today.

OVERALL: 84%

UPDATES...UPDATES...UPDATES...UPDATES...

ISHAR 2

Silmarils

Let's make an RPG, shall we? First construct a control system near-identical to that employed by Dungeon Master and Eye of the Beholder. Now add the old first-person 3D view on the action where you move around in 'jumps'. Then populate the game world with stock fantasy RPG characters and monsters - orcs, dwarves, elves and the like. On top of all that layer the usual identikit plot about a small band of brave adventurers going on a quest to defeat some mighty evil and - bingo! - there we have it.

Okay, so maybe I'm getting a little cynical in my old age but I have to admit to getting a little tired of all these by-the-numbers fantasy role-players. Admittedly, it's a little unfair of me to air these groans here because Ishar 2 tries and often succeeds in being a little different to the norm. In fact, although conforming a little too closely to the above-mentioned RPG recipe at times, it's damn good stuff.

For a start, the plot is more complex than what we're used to, with progress dependent on far more than just a bit of monster bashing and logic puzzle solving. The graphics are also well above par, especially in this lush 256-colour A1200 version. Yum! There are loads of nice touches, like the way all your party's members have their own personalities and will sometimes disagree with your decisions as party leader, which distinguish Ishar 2 from the rest of the pack.

So, should you buy Ishar 2 A1200 if you already own the standard version? Well... no. The pretty looks aside, there are no real differences between the game's A1200 and A500/600 incarnations. However, if you're an Ishar 2 novice and you own an A1200 why not treat yourself? You'll be glad that you did.

OVERALL: 86%



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REPLAYS!

Matt Broughton and David Upchurch flap their ears simultaneously and make strange noises as they join forces to bring you the best in budget. It can only be that part of the magazine that we like to call Replays!





SUPER SPACE INVADERS
The Hit Squad
£9.99

In 1979 Toshiro Nishikado designed a new form of arcade game. It was a complete blockbuster - people stole money, skipped work, even ruined their marriages to play the game people were already calling 'Space Invaders'. Not only did this game make a mark as an all-time classic but it effectively started the video games boom, spawning a million and one other arcade games. We've got a lot to thank it for.

The story continues, apparently, in 2061, when a new form of mass entertainment has left the human race with a load of useless arcade machines to get rid of. The machines are dumped into orbit around the planet until a passing craft sends one of them spinning into outer space, where it is picked up and tampered with by aliens. Skip forward to 2091 and the aliens are back, having learnt a thing or two about attacking Earth from the Space Invaders machine. Super.

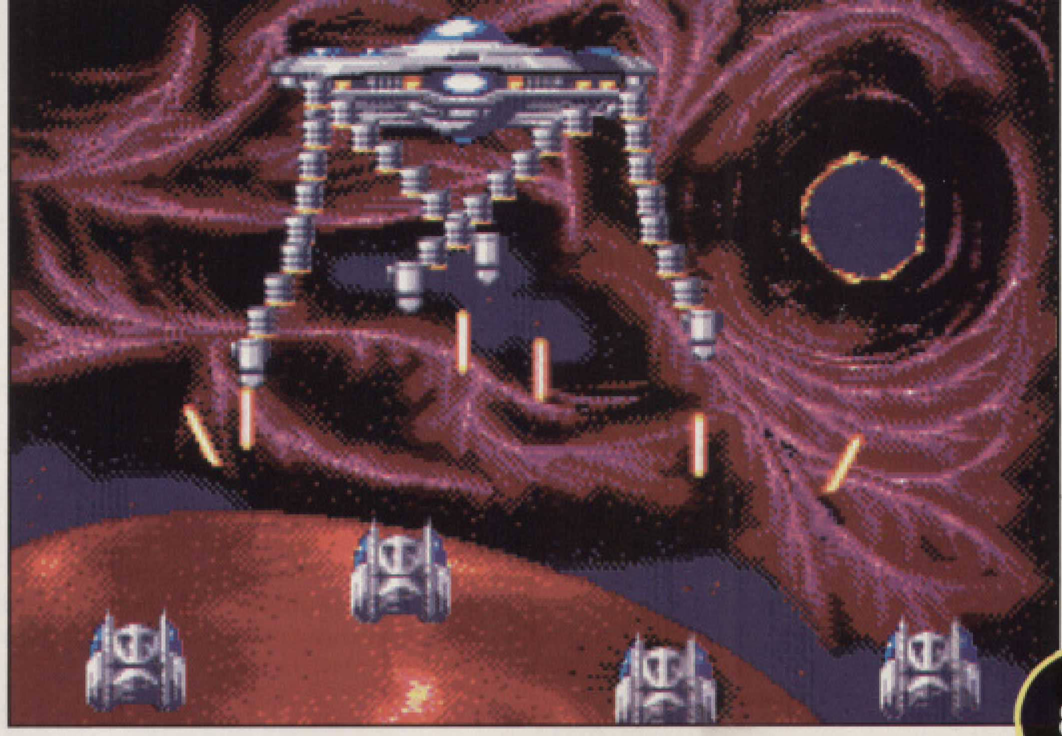
The gameplay is essentially the same as it always was, but the graphics and sound have been souped-up, as has the invaders' intelligence. The attack waves have been tampered with so you can't always use the same technique to clear each screen - if you sit waiting to pick them off line by line, they will simply split up into separate groups and attack you at different speeds. The invaders come in many and varied forms, ranging from the original guys through swirling galaxians to huge monsters lobbing asteroids.

There are changes in your favour, mainly in the form of collectible icons left by destroyed mother ships that cross the top of the screen. These do anything from increasing your shields through pausing the aliens for a few seconds to fitting your ship with huge lasers and missiles. And now there are end-of-level baddies too!

I have to mention the superb bonus level that comes in the form of a 'cattle mutilation' scene, where you have to protect a herd of cows from being kidnapped by invaders. Excellent! Although not as polished and as smooth as it should be, Super Space Invaders is just as addictive and as much fun as the original, and for £10 you can't argue with that.

[MB]

OVERALL 84%



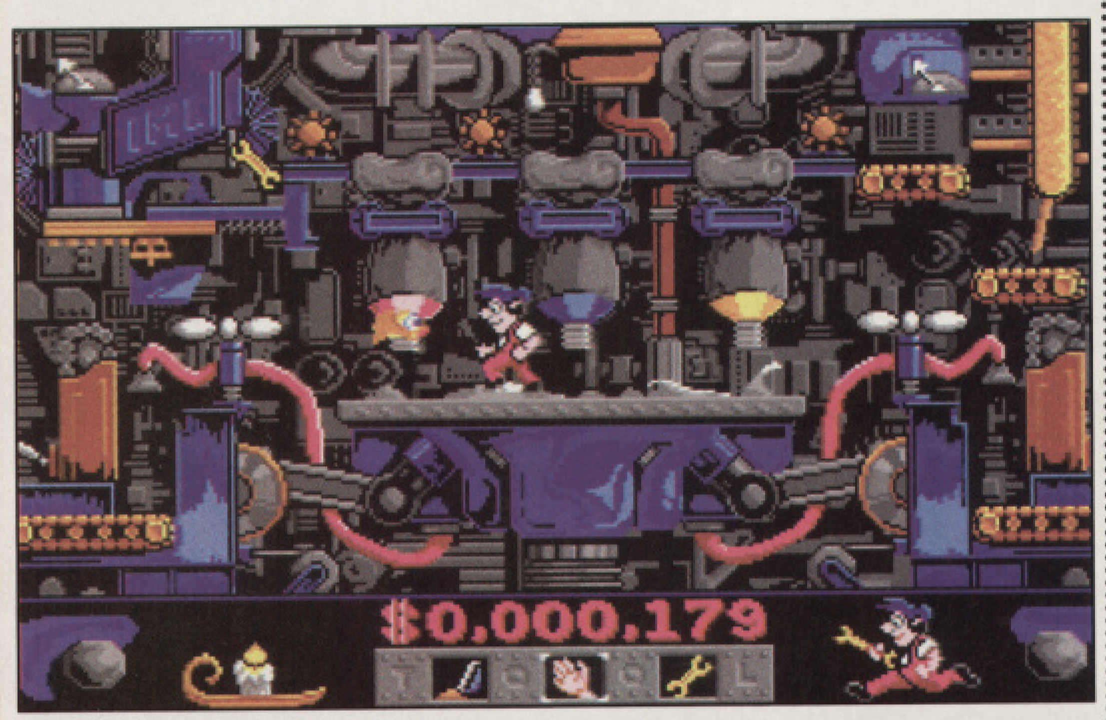
REPLAYS!

NIGHT SHIFT

Kixx £9.99

Now here's a rarity - a LucasArts' game that's NOT a graphic adventure. It appeared around about the time Guybrush Threepwood first began to his quest to become a pirate, and was an obvious attempt by the LucasArts team to break away from their traditional game style into the arcade arena. Obviously it wasn't too successful a venture as they haven't done anything similar since. Which is a pity, because Night Shift is superb stuff.

The game can best be described as the computerised equivalent of trying to keep china plates spinning on the ends of long, wobbly sticks. In a hurricane-force gale. While being attacked by rabid Rottweilers. And axe-wielding psychopaths.





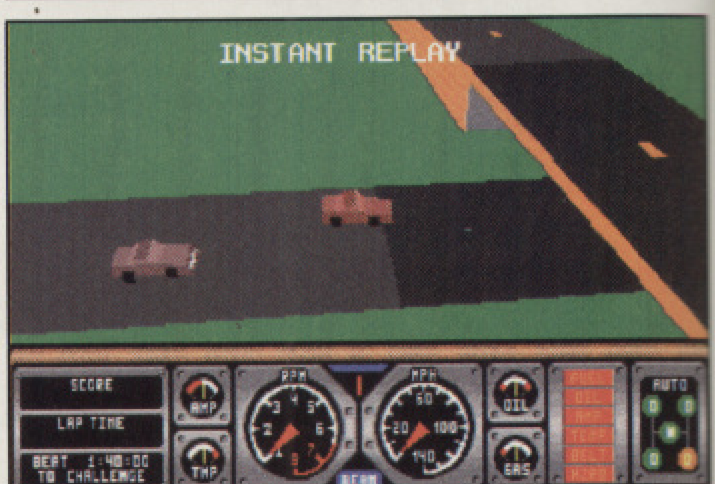
You play a new employee at Industrial Might & Logic (little LucasArts in-joke there), creators of Stars Wars and Indiana Jones toy dolls. At IML, all toy production is controlled by the infamous BEAST, a massive, gurgling, clanking machine which does everything from sticking the toys together to painting them to putting them in boxes. This wouldn't be so difficult but the BEAST is a temperamental thing, requiring constant repairs and tweaking to ensure that it produces the required quota of toys to the correct specifications and on schedule. This is where you come in. Tool box in hand, you have to leap and climb around the BEAST, pushing switches, pulling levers and fixing faults as necessary.

On your first day things are quite easy. You only need to produce a couple of dolls to earn your wage and the BEAST is quite well behaved. But day by day the bosses ask more of you and the BEAST gets more cranky, upping your stress level. To add to your misery pesky rats start running around, fiddling with things they shouldn't and mucking up all your hard work. Fuuume!

The beauty of Night Shift is the obvious care that's gone into the game's design. These 'crisis management'-style things can so easily become annoyingly frustrating yet that's never really a problem here - it's tough, but you always feel that you'll be able to do better next time. The only serious gripe is that the detailed backgrounds can make it hard to figure out what you can and can't jump on, but as the lay-out of the machine never varies it doesn't take long to learn your way around. Excellent in just about every way, if truth be told. [DU]

OVERALL 86%





HARD DRIVIN' 2

The Hit Squad £9.99

Looking back it's hard to see what all the fuss over Hard Drivin' was about. But, believe me, when Hard Drivin' first appeared four years ago the critics and games-playing public went mad for it.

You see, what sold Hard Drivin' was the fact that the car handled 'just like the real thing' (debatable, to say the least) and that the game world was generated using 3D polygons which, although not hugely detailed (but not bad for their day), gave the player the freedom to drive just about wherever they wanted. Okay, so the 3D update was, well, slow, to be frank, and the control response was poor but it was, so they claimed, the nearest you'd get to driving a car without a licence.

The real problem with Hard Drivin' was that you only had one course to drive around, which soon became very boring. This was split into two areas, a speed track where you simply bombed it around as fast as possible and a stunt track where you got to jump over gaps and rattle around inside a looped piece of road. Once you'd managed to negotiate both tracks inside a strict time limit you were awarded the chance to race the Photon Phantom, a computer-controlled opponent, on the same track. Like, wow.

That all changed with Hard Drivin' 2. The programmers added four more courses and squeezed enough speed out of the 3D for the game became truly playable. On top of that they included a two-player option which was great - as long as you had two Amigas and a serial cable to link them together with.

Now, of course, it does look dated - after all, unless the latest 3D race game has got curved polygons, texture mapping and Gouraud shading who could give a damn? But it's decent fun (although it can get a bit dull as the courses aren't really that varied) and on the A1200 it's particularly nice and smooth. As long as you're not too demanding you should get your money's worth out of this. [DU]

OVERALL 67%

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Shadowlands stirred up quite a bit of interest on the RPG scene when it first appeared, mainly due to its innovative Photoscape™ lighting system. This basically meant that you could only see as far as you could light, making it essential to collect and ration torches while keeping your wizard on stand-by with the odd light spell.

The plot, as always with RPGs, was fairly over the top and not really worth repeating a second time, but suffice to say you need to take four brave adventurers deep into the dungeons and kill nasty things in the hope of saving nice things. You can create your adventurers from scratch using a face and attribute generator, or stick to the default players supplied by the computer. Magic is important but so is having top hard warriors, so choose carefully before committing yourself to the murky depths.

The game also introduced an excellent mouse-driven player interface, giving you full control over the characters as they explore their isometric-3D view world and allowing you to make them act individually or in sub-teams rather than a mob of four all the time. This becomes quite an important feature later into the game as your team often get separated by puzzles and traps, forcing you to jump between characters and coordinate their actions so that they can regroup and progress.

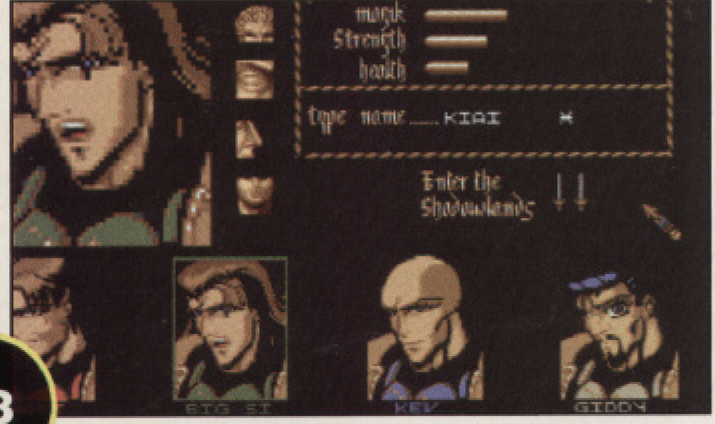
Magic in this world is controlled by the 'force' that all objects contain - this means that when you collect an apple, you can choose to either eat it to regain health or drain its magical energies and redirect them into a spell of your own.

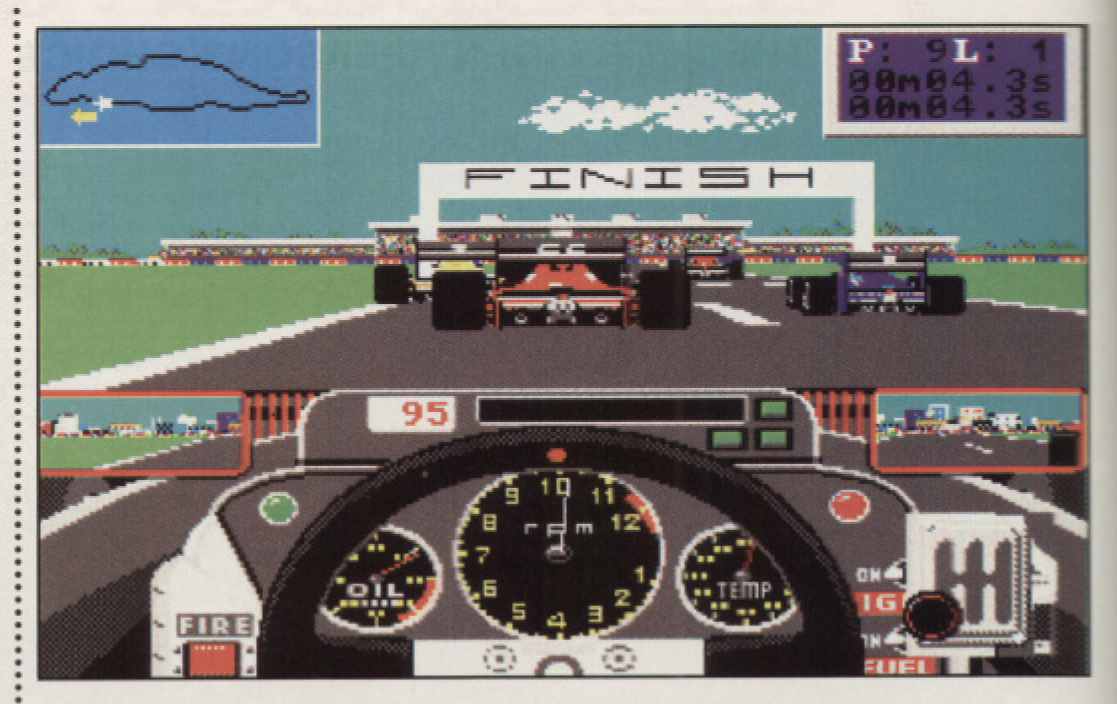
Traps come in the form of hidden pressure pad which cause pits and monsters to appear just where you don't want them to, all of which will drain your life force until you turn into a bag of bones. Different weapons can be used to different effect depending upon the user's attributes and abilities. One of the best features of the control system is that you can set the whole team onto one monster and sit back while they steam in using the best weapons available.

This game has all the features of a decent RPG, but makes use of a much more interesting system than the usual 'Dungeon Master' clones. Good stuff and certainly great value. [MB]

OVERALL 90%



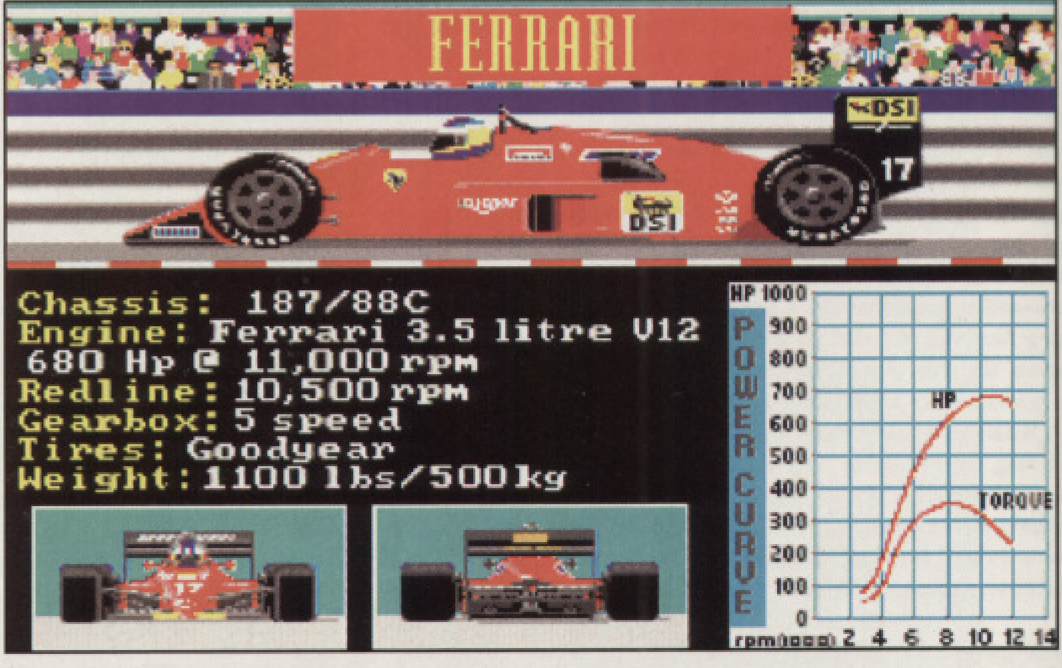




GRAND PRIX CIRCUIT
The Hit Squad £9.99

"An awesome racing experience!" screams the anonymous quote on Grand Prix Circuit's box. "I can't wait to get back behind the wheel!" it continues. Blimey! Makes it sound quite exciting, doesn't it? However, after half-an-hour of playing the game, I can't help but feel that whoever gave those feverish words of endorsement wouldn't be able to go on a shopping trip to Tescos without having to have a cold shower and a bit of a lie down when they got back. To put it bluntly, GPC is crap.

It's not appallingly crap, admittedly - it won't have you rolling around on the floor in hysterics when you see it or anything like that. No, the fact of the matter is that GPC is just dull, painfully so.



Options-wise GPC is pretty standard. You can preset the number of laps to race and choose whether to practice a track alone, have a one-off race against some opponents or compete in the full championship. There are eight international tracks to race on and three types of Formula One cars to choose between (although I didn't notice much difference in the way they handled). In addition you can set the game to one of four difficulty levels which basically vary the aggression of the opponents and whether your gears are automatic or manual.

Once you've negotiated that little lot it's time to race. However, when you do you'll wish you stayed on the options screen - it's a lot more fun. The rival cars judder left and right as if they're being elctrocuted, while the tracks are all totally flat - no hills or dips here - with very little in the way track-side scenery. The few signs that do wobble past do nothing to increase the already minimal feeling of speed.

In a budget market already packed with quality race games and F17 Challenge just released to boot, there's little chance that Grand Prix Circuit will make it off the grid, let alone keep up with the pack. [DU]

OVERALL 40%

ADVERTISER INDEX

WIN!

Ten Space Hulk Boardgames! PLUS! 10 Space Hulk Computer Games! PLUS! 40 Space Hulk Miniatures!

All courtesy of Electronic Arts!



So you like being scared, do you? You've sat in the secure high-security cells in Strangeways with Hannibal Lecter, watching Friday 13th: Part 20 on Halloween and still didn't dirty your trousers? Well let me tell you, you ain't seen nothing yet.

Except you have, of course. For sellotaped to the front cover of this here issue is an absolutely superb demo of Space Hulk which you've no doubt ripped off and inserted into your Amiga already. And if you turn to page 78 you'll find a full review of the game they're already calling 'well scary'.

But did you know that Space Hulk was originally a boardgame? No, we didn't either until those luvverly people at Electronic Arts gave us a call and said "'Ere, we've got 10 Space Hulk boardgames, 10 Space Hulk computer games and forty Space Hulk miniatures to give away if you're interested."

So here we are. But do you realise exactly how frightening and completely brilliant EA's atmospheric strategic shoot-'em-up is? Nope? Then either read the review or check out the lists below before you go on. Impressed? You ought to be. Fancy some? You'd be a fool not to. So here's where you get the chance to sample the delights of the 'real thing', the boardgame, if you like.

There are ten pairs of exciting prizes, consisting a computer game and a boardgame, available to ten lucky readers whose correct entries are picked out of Matt's nose along with one Space Hulk miniature for the next forty runners-up. Here's how to stand a chance of winning but let me tell you that it'll take some doing.

You know the superb Space Hulk demo? (Yes - Everyone.) Well, just play it through to the beginning of Mission 3 and tell us how many areas you are instructed to flame. Here's a clue: The answer is a number. So what are you waiting for? Get to it.

Just correctly jot down the answer, stick it on a postcard or sealed envelope and send it to: I Did It! Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to reach us by no later than October 28th. Then just sit back and wait, and if God's smiling on you then you'll win unpurchasable goodies. Good luck!

THE TOP FIVE SCARIEST THINGS EVER (as not compiled by Gallup)

1. Space Hulk
2. Having a hungry rat inside a cage attached to your stomach which will slowly eat your insides in an effort to escape its imprisonment.
3. Being sent back in time and forced to sail on the Titanic.
4. Being a postman in Bosnia, wearing a luminous hat.
5. Having a romantic candle-lit dinner with Simon Bates (alright, it's not scary but would you like to do it?)

THE TOP FIVE BRILLIANT THINGS (as compiled by Simon Byron)

1. Space Hulk
2. Beer
3. EastEnders
4. Money
5. Girls (substitute 'Boys' if you're female)







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FOOTBALL TACTICIAN 2

New 93/94 version sets even higher standards and breaks more records.

Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. FT2 SCOTLAND the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. FT2 ITALIA with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league! Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge? Try FOOTBALL TACTICIAN 2 for the ultimate football experience!

What makes Football Tactician 2 so special?

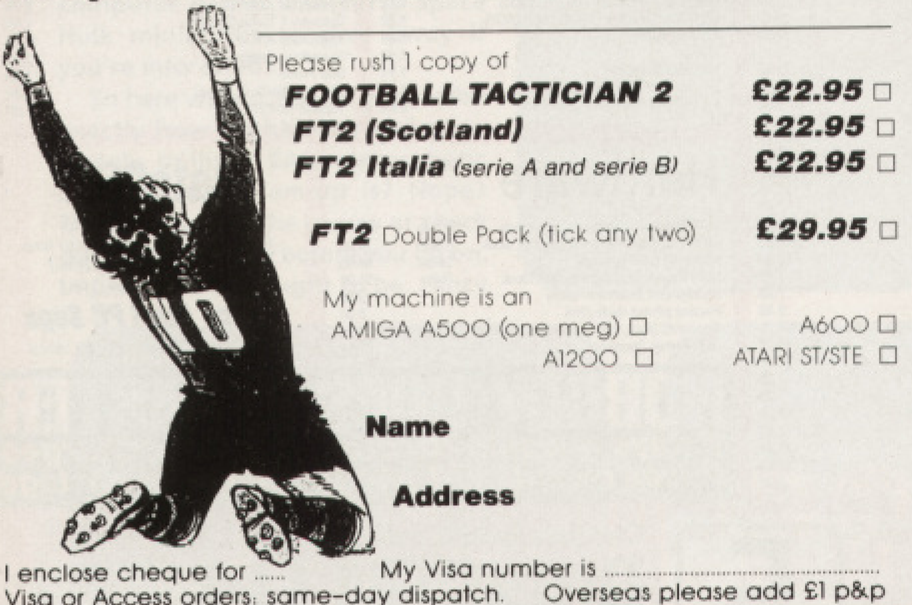
* *Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.*
* *First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.*
* *Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.*
* *Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.*
* *Professional recording: 36 matches always recorded IN FULL for full-scale replay.*
* *First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.*
* *Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.*
* *Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.*
* *16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.*
* *Three levels of match reporting, from highlights only to ball-by-ball commentary.*

What are the new features?

* *FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.*
* *Man of the Match. Player of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.*
* *Easy selection of penalty takers, free-kick takers, wingers, captains, ball winners, play-makers, overlapping full backs, reserves, substitutes...*
* *Unique database-type search facility to locate any player in the league.*
* *Full-scale printing facilities: highly suitable for Play-by-Mail.*
* *Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.*
* *Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!*

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



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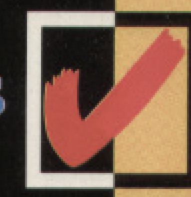
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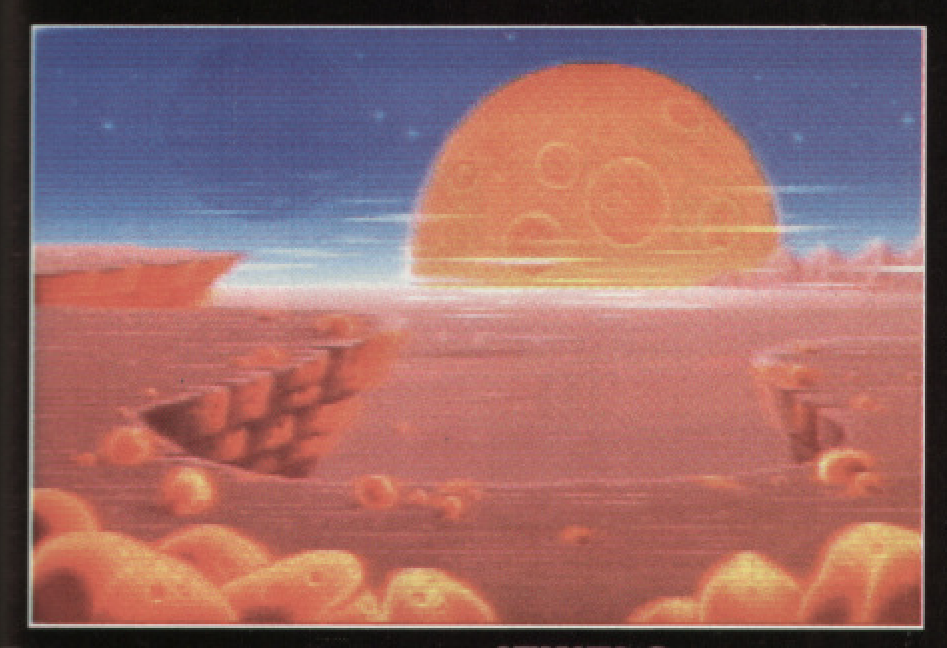
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The times they are a-changing - and, as always, Kill Zone is the first to respond! Below you'll find the first tips for a CD32 game, namely Millennium's Diggers. In addition there are playing guides for Goal! and The Patrician, complete solutions to Beastlord and Wibble World Giddy and the on-going solutions to Ishar 2 and Worlds of Legend. A feast of tasty treats indeed - get stuck in!

KILL ZONE

DIGGERS



It comes bundled with the CD32 and it isn't the easiest game in the world to master. We at The One are proud to bring you the first ever CD32 tips, courtesy of Millennium's Toby Simpson.

JEWELS

The first thing we're going to talk about is jewels, as they are the focus of the game. The quickest and easiest way to collect loads of the shiny things is to strip mine. Remember the value of gems at all times though, and don't waste your time digging for Rubies.

Look for Jennite right at the start of the level, as these are equivalent to four diamonds in value. So, a Digger who is carrying three Jennites has the equivalent of almost 12 diamonds or 30 Rubies - a lot more worthwhile than Copper, don't you think. Your opposition will also be going for the Jennite, so get to them quickly!

Don't wait around for too long to trade in your jewels. Make sure a digger is carrying a large load before they head for the bank, but don't hoard them for too long. All jewels that haven't been banked are effectively worthless, and holding them underground for too long could leave you with a bunch of rocks as your enemy wins the level, or just walks in and steals them from you!

TACTICS

You have a lot of tools at your disposal, so use them wisely. For example, flood gates shouldn't only be used for stopping floods. As you can't open your opponent's gates and they can't open yours, surely it follows that you should use them to block your opponent's progress or to just lock them out of an area. In the same way, bridges shouldn't only be used for crossing water. Use them as steps for jumping large gaps, or climbing over objects that are too high by other means.

If you can't dig through something then try blowing it up. One word of warning, though. If you do try to explode something, watch out for water nearby. Don't want to start a flood, do you? Explosives are wonderful things, though. If you want, you can use them to blow up any kind of living creature - even some of the toughest things wandering around the planet.

The levels in Diggers are massive, and they hide quite a lot. If you want you could spend massive amounts of money on maps. It's a lot more fun, though, to spend a long time searching for the hidden treasure troves, using the 'Diggers Location' requester to work out where you are.

Read the Zargon Book, which is online in the CD32 version and in the manual for the standard Amiga. This contains some valuable information on the Planet Zarg and some very useful hints and tips. Almost as useful as this page, in fact!

MOVING FORWARD

The Habbish race is one of the most important in the game, but can be very hard to control for the absolute beginner. To get used to the interface use the F'Targs as they are the simplest to control. The Habbish are, of course, a far superior race, and their teleport abilities are vital in the later stages of the game. If, however, your opponent is playing the Habbish then watch out where you place Telepoles.

To really progress you need to earn large amounts of Zogs and you won't win any if you complete levels just by killing all the enemy diggers. The best way to make large amounts of cash is to collect loads of equipment during the level, which you can trade in as 'Capital Assets' at the end of the level. That should make everything hang together nicely.



BEAST

As graphic adventures go, Grandslam's Beastlord is one of the toughest about. Fancy a little help? Then look no further. I thank you.



BASIC TIPS

Before we go and spoil the game for you by giving you the entire solution, here are a couple of red hot tips to aid you in your adventuring. The main thing to do is to keep an eye on your energy levels at all times. They can drop quickly at times, so keep topping them up with food and drink. To get hold of some, attack as many hostile inhabitants as you can, as many will leave either supplies or money.

Speaking of money, always collect it, as you never know when you might need it later. Well, alright you will know once you've read through this solution, but that's beside the point. Two more things to watch out for. Talk to everyone you can, and always ask for help. I know it sounds obvious, but do it anyway. Right, on with the solution.

FOREST SECTION

You start the game in the forest, ready for action. The first place you'll want to go is to the Village at the top of the map. Head towards it, killing off everyone you meet and collecting everything they drop. Everyone, that is, until you reach the Village itself, at which point you must be as cuddly and friendly as a little lamb. Talk to all the villagers, and ask all of them for help. Before you know it, you'll bump into someone with a knife. Generally, they'll be found at map location 2. No, they aren't about to mug you. Simply offer them some money, and buy the knife from them.

Now go to the Inn, at location 1, and buy some ale and some nuts. Whatever you do, do not have a fight with anyone in the village, as news travels fast and you don't want to be making any more enemies than you already have.

On your way to the Village you

FOREST SECTION

THE VILLAGE

START

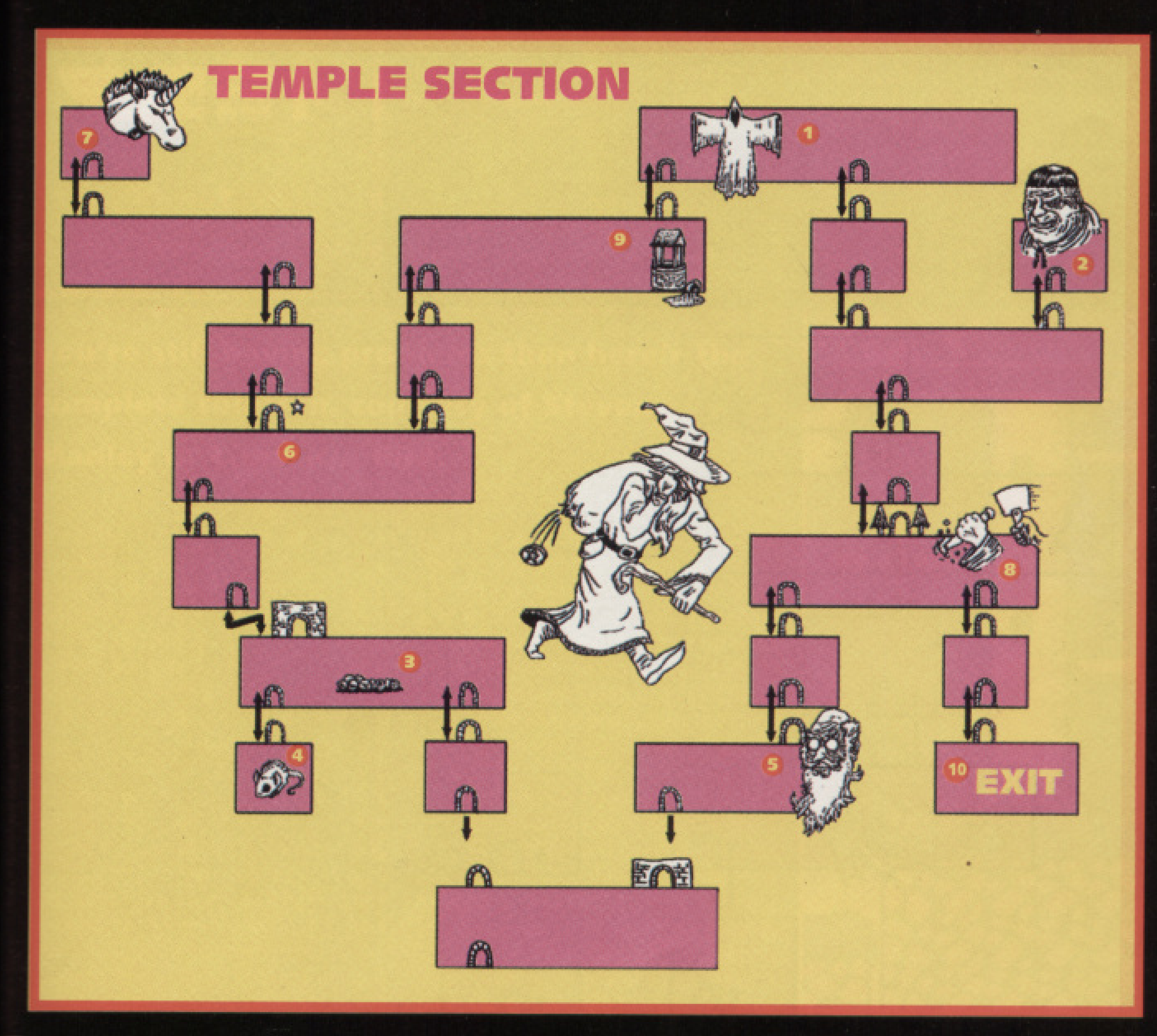
DARK FOREST

ORC FOREST

1 2 3 8 4 5 6 7 9 10



LORD



as possible. Run away and head for the Witch's house. Don't enter yet, though. Put the cloak on first and - hey presto! - you look like the Predator! Go into the house and avoid the random spells that the witch throws around. Grab the Light spell in the corner of the room and run away quickly. Once outside, take the cloak off again.

Go back to the bird statue and wait until nightfall once more. Cast the Re-Animate spell once more and this time give the bird the ring it asks for. The bird will now follow you everywhere. Cor, you're turning into a right Noah's Ark and no mistake! For the rest of this level the bird is useless but keep it with you as you'll need it in the Temple Section.

Head for the dark forest. In here is a troll and, as it is always night, the troll is always ready to do a bit of squishing. Stand a safe distance from him and cast the Light Spell - day will break in the forest for the first time in years. If you haven't been reading your Discworld books then you won't know that daylight turns Trolls to stone and will be completely surprised by the result. You can now pass the harmless-looking boulder.

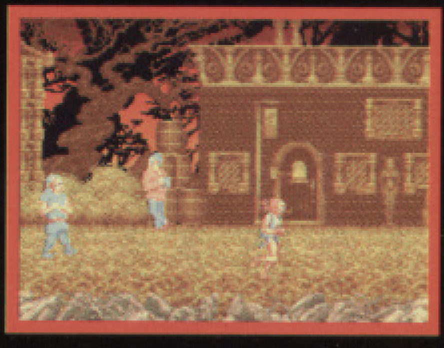
Find the entrance to the Temple and talk to the guard. Give him the ale you're carrying and then wait for gravity to take effect. When he is slumped on the ground enter the temple. There, what could be simpler?

should have passed a little guy in a bag, who begged with you to free him. Head back to him with the knife, but don't give it to him. Instead, trade with him until he gives you the Re-Animate spell in return for the knife. If you give him the blade straight away, he'll just scarper with it.

Now go to the statue of the bird, found round about map location 3. Wait until night, when you can't see a single thing, and then cast the Re-Animate spell. Before your very eyes the statue will come to life, but only until dawn. After that it will return to it's natural grey, stony state. The bird will ask you for a sacred ring, which you won't have by this point, so don't worry about it.

Wait until daybreak, and then head for the Orc Forest. I shouldn't go during the night hours if I were you. Orcs can be very nasty at night. The ring you are after - the sacred ring, remember? - is high in a tree on the far side of Orcville. You won't be able to get it but, by using your Doctor Doolittle powers, you can get the squirrels to fetch it for you! Talk to one of the squirrels and say "Get Sacred Ring". It will scamper off and return before you know it with the ring. Not that it will give it to you. You'll have to trade the nuts you are carrying for it. Oh well, they were dry roasted anyway!

Return to the Village and find the small blue dog that's roaming around. Walk up to it, showing no fear, and use the command "Follow Me". The dog is now your lifelong companion and all you need to do is stand around. Now, if you were doing all the talking like I



asked you to, someone will have mentioned an Invisible Thief. Just because you can't see him that doesn't mean the dog can't smell him, and sure enough the dog will go running after him as soon as he passes you. Just follow the dog and he will take you all the way to the thief's home.

Go into the house and fight the thief, stealing his invisible cloak as soon

TEMPLE SECTION

When you enter the temple, make sure that you have the bird with you as you won't be able to complete the level without it. Got him? Right, go to the top of the map, marked as location 1. Wait there until nightfall and a ghost will appear. Ask him for help, and he will first tell you that you must guess his name. I'll give you a clue - it isn't Rumplestilskin. Only the Mad Monk knows the name, and you'll find him wandering around map location 2. Find him and ask him the name but he won't be able to tell you as he'll be too busy telling you that he's lost his marbles.

Funnily enough, the marbles are to be found on the other side of the map, in location 3. Search around on the floor for all of them, pick

them up and then return them to him. He will then tell you the name of the ghost. Now go back to the ghost and call him by his name. In return he will tell you about the Guardian Of The Key and the canister of poisonous gas which holds the key.

Now you have to find the Guardian himself, who you'll know at this time to be a mouse. He'll be scurrying about at location 4 and, when you find him, order the bird to catch him. He'll become very helpful now, so you can tell the bird to drop him. The mouse will run into a small hole and return with the key, which will be contained in a small glass bottle. Sadly, the bottle also holds a gas which will kill you and the bird as soon as the bottle is opened.

Head to map location 5, where you'll meet a wise old man. Ask him for help and he'll tell you about a special plant he has which will stop the poison from affecting you. Buy the plant from him and eat it. Now open the bottle and get the key. The bird will die but, well, it was only a statue anyway.

The key will allow you to open a door at the top of the map (location 6) with a pentagon drawn on it. Go through the door and you'll come to a chained-up unicorn. Speak to the unicorn and he will ask you to free him. Unfortunately you don't have the necessary tools to free him but in time honoured tradition you know a man who does.

Find the sculptor at location 8 who holds in his hands a hammer and chisel. If you talk to the sculptor you'll discover just how unfriendly he really is. You could spend hours trying to reason with him if you wanted but the easiest way to get the tools off him is to beat him up. Do this and collect the hammer and chisel. Free the unicorn and it will follow you around from this point on.

Now you must get to the next section. Here's how to do it. Throw a coin into the well at location 9 and then run to the exit at location 10, in the bottom right of the map. You have a tight time limit to get there, so don't stop at any Little Chef's along the way!

SWAMP SECTION

The final section of the game. As soon as you arrive go through the door to the right. Duck as you enter to avoid the wasps and, as soon as they are far away enough, run away so you don't get harmed. Here you will find a container of oats, which you should collect and continue right. When you reach map location 2 you will meet a magician who will ask you to find three magic stones. Who are you to refuse?

Leave the wasp room by the door you came in and go up



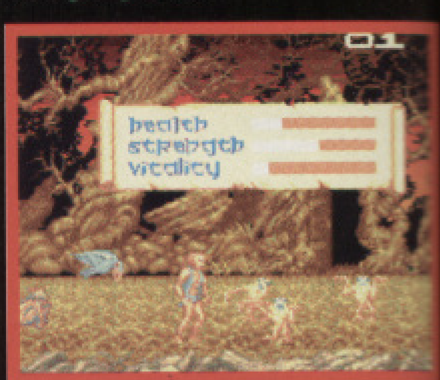
through the first door you come to. Now you'll be surrounded by killer frogs. Yeah, like that's really feasible. Still, here you are, so avoid the frogs as you head to the right until you come to a door going up and go through it. You will now be in an empty area so, for want of something better to do, feed the oats to the Unicorn who will regain his ability to fly.

Go through the next door up and you'll be in another frog area. Run to the left and you'll collect one of the three stones (location 3). Go through the next door up, up through the next one and you'll be surrounded by - arachnophobics brace yourself - giant spiders. Run to the left and you'll find some toilet paper. No, only kidding. You actually find another one of the stones (location 4). Run back to the right and go through the next door to the top and you'll find the last stone. (Location 5).

Run back to the magician and give him all three stones. He will give you a Power spell. Go back through the first frog area and this time head right until you reach the impassable swamp, marked with danger signs. Climb on the unicorn's back and you'll be able to fly across the swamp. Pull down on the joystick to land.

Once off the unicorn's back, cast the Power spell then go up through the next doorway into what we'll call 'The Final Area' (location 11). Here lies the final guardian and you'll need the Power spell to destroy him. Stand in front of him, facing him and then press the fire button to launch the spell. It'll take a few hits to kill him - and watch out for his punch!

When he dies he'll drop a guiding light. Just use the light to finish the game! There you go, all done! See, it wasn't half as tough as you thought it was going to be!



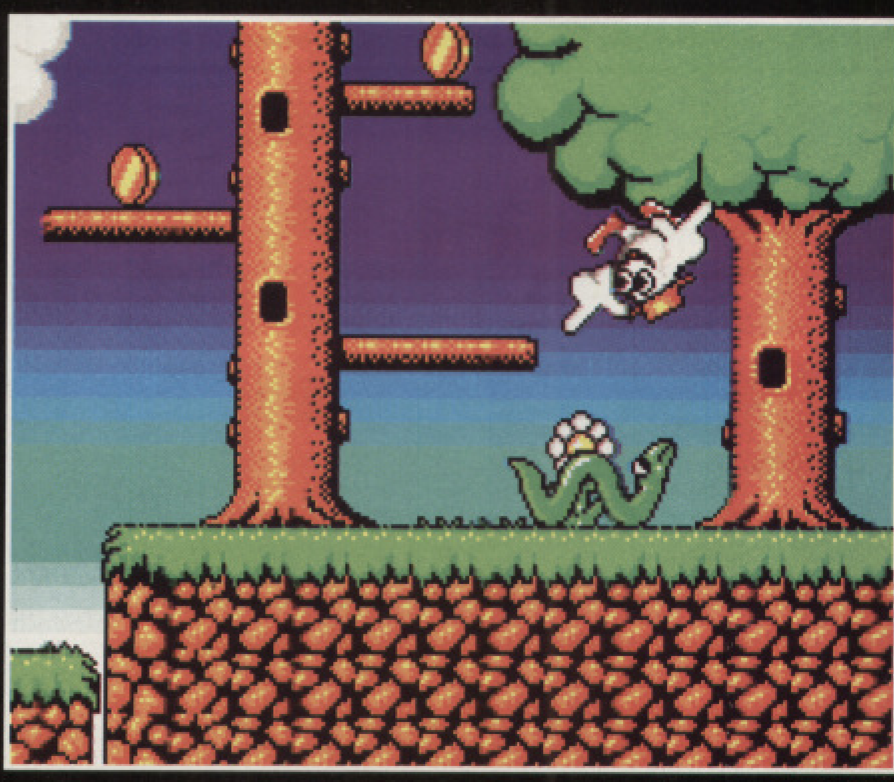
SWAMP SECTION

START

WIBBLE WORLD GIDDY

It might not be the most difficult platform game ever, but last month's covermounted PD delight sure is one of the silliest. If you're still having problems then here's the complete solution, courtesy of Steven Manley of Limerick, Eire.



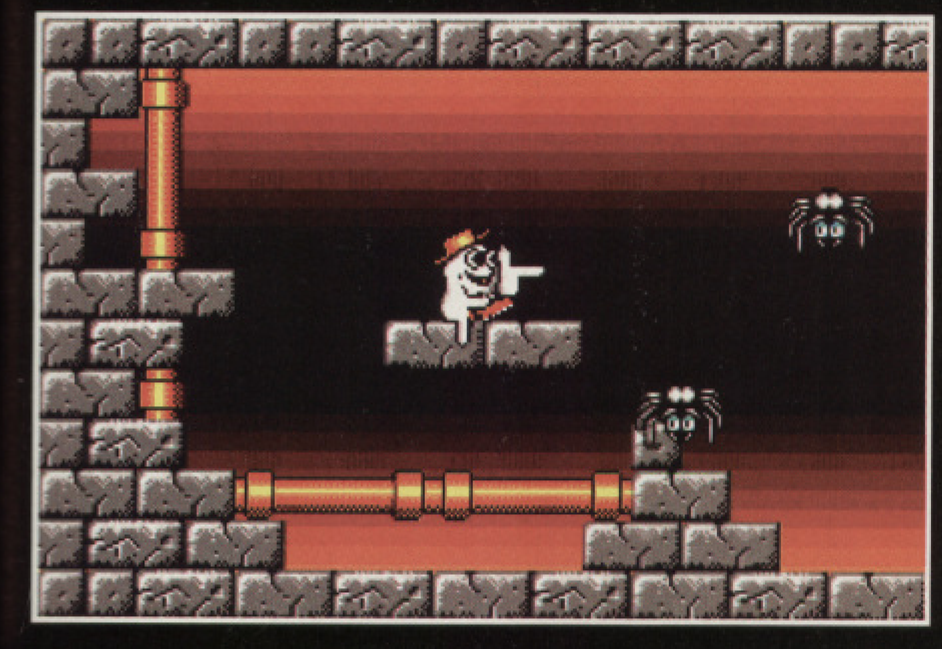


The first puzzle couldn't be easier if all you had to do was press a large red button with a gigantic sign above it saying 'Please press this button'. On the start screen you'll find a bucket of water. Walk to the right until you come to a large fire and use the bucket of water to douse it! From here on in things get a little harder but not much.

Head to the right, stopping to climb the tree laden with coins as you'll find an aerosol can at the top. Keep going to the right, collecting coins as you go on, and you'll come to a hole in the ground. Drop into this and collect everything you find down there, namely coins and a large sticking plaster.

Leave the hole and continue to the right. Drop down the next hole and you'll come across a huge cork, just right for plugging large holes. I'm sure there's a joke there, but I'm not going to make it. Leave this hole and keep going right all the way until you come to the balloon. Take this and go right another couple of screens and you'll come to an Atari ST left in a bin. Collect it, go right again, and collect the coins you find on the next screen.

Now return left all the way back to the Atari fan. Give him the ST and he'll give you a sweaty sock (sounds like a fair swap!). Go right over the next six screens and drop down the hole next to the 'Men At Work' signs. Head to the left, collecting coins, and then head as far right as you can, still collecting coins. Before long you'll see a burst pipe. Use the sticking plaster on this to fix it, and get the tin of Drab Clear from the next screen.



Leave the hole and head right. When you come to the volcano, plug it with the cork (obviously) and carry on right. Drop down the next hole you come to, collect the coins, leave it, head right and drop down the next hole to the right. To get the large boulder out of your way use the balloon to lift it. Get the oil can, go back out and head right once more.

Use the tin of Drab Clear on the alien plant to kill it, jump the next two holes you come to and spray the aerosol on the sad snowman to kill him. Head down the next hole and collect all the coins. Leave and head to the right. Take the magnet from the North Pole, while sailor's all over the world start to change bearings.

Continue right, taking all the coins you come to, and before long you will reach another hole. Enter and use the sweaty sock to get rid of the snake. Use the glue on the broken LP to fix it. By this stage you should have 51 coins. Here's the tricky part. You now have to head back to the left all the way back to the last shop you saw. Use the coins to buy a spade and go down the hole to the right.

Step to the edge of the water and use the magnet to get rid of the cabinet. Jump across and get the red boots. Leave the hole and go right a mammoth sixteen screens. Give the LP to the hippy and go right two screens. Use the spade on the radioactive glop. Head right two more screens and use the oil on the rusty spikes. Right once more and use the boots on the dinosaur. Now you just need to walk right, and the game is complete!



TABLE-TASTIC!

These tables give you bundles of handy information about the cost and availability of goods and ships in The Patrician. If you can't make a million with the help of these there must be something wrong with you.

Table 1: Shows the average buying (B) and selling (S) price of goods in each town. Remember these prices are averages, and will fluctuate slightly up and down as time passes.

	Danzig B/S	Visby B/S	Stockholm B/S	Riga B/S	Nowgorod B/S	Lubeck B/S	Bremen B/S	Hamburg B/S	London B/S	Bergen B/S	Tonsberg B/S	Malmo B/S	Rostock B/S	Ystad B/S	Stettin B/S
Corn	31/28	48/43	47/42	29/20	35/31	68/51	67/50	75/56	71/53	63/47	57/43	57/43	34/30	46/41	39/32
Meat	49/44	100/81	81/61	49/44	80/60	90/67	111/90	114/92	76/57	108/87	95/87	106/86	76/57	81/61	61/58
Fish	95/77	91/74	100/81	86/78	87/80	83/62	84/67	87/65	102/83	45/31	53/48	63/47	80/64	90/72	86/69
Beer	84/63	100/92	102/93	95/93	94/72	62/55	75/56	49/44	115/93	90/87	94/92	99/90	54/49	84/63	67/60
Honey	149/103	162/112	312/307	139/96	182/126	278/215	227/206	222/201	227/206	330/325	326/321	218/215	215/195	206/187	220/213
Cloth	248/185	248/101	260/254	256/251	253/203	177/160	156/141	176/159	264/242	258/253	255/250	256/251	260/254	183/171	245/240
Crockery	176/159	245/240	243/237	244/239	245/240	154/139	164/148	164/148	239/219	243/237	241/236	240/234	235/220	232/173	239/233
Wood	37/33	47/35	67/50	31/21	30/27	64/48	59/44	64/48	48/36	48/36	48/36	45/34	47/35	45/34	45/34
Wine	849/760	1026/809	1029/811	796/717	861/771	577/430	378/343	494/382	474/353	846/759	845/756	845/756	849/760	846/759	850/762
Pepper	923/832	923/832	932/840	897/836	900/839	946/798	431/299	876/788	904/763	864/805	854/797	894/805	909/819	873/813	917/826
Furs	597/535	714/563	722/569	411/317	265/251	760/598	737/584	737/584	761/602	317/287	612/549	618/508	612/549	626/562	608/545
Fish Oil	73/69	95/92	96/90	86/83	36/25	73/69	73/69	73/69	59/41	30/20	30/20	48/33	71/69	52/36	71/69
Pig Iron	84/76	81/74	54/37	99/77	67/46	139/104	133/99	131/101	102/92	69/62	67/46	69/47	88/79	69/47	86/78
Wool	105/95	71/49	141/127	79/54	85/59	153/114	180/134	150/112	86/59	141/131	141/131	78/54	146/132	79/54	143/111
Salt	48/36	49/37	63/47	49/37	53/40	21/19	25/22	21/19	45/34	53/40	49/37	49/37	30/27	49/37	52/39
Leather	66/45	77/72	84/76	60/41	60/41	123/98	115/104	123/104	73/65	99/96	107/102	78/73	114/103	81/73	82/74
Hemp	27/24	27/24	37/32	18/16	21/19	36/27	45/39	45/39	43/32	49/41	43/36	40/34	34/26	40/34	28/25
Pitch	104/97	48/33	106/99	111/104	60/41	n/a	n/a	107/119	119/111	68/61	68/61	64/58	104/97	75/70	104/96

Table 3: Shows how much it costs (in Thaler) to build a ship in each town and how much raw material is needed (in Burden).

	Sloop	Pinnacle	Merchantman	Cog
Lubeck	6377 8 pitch	8910 14 pitch	12779 23 pitch	13977 28 pitch
Bremen	7188 10 pitch 14 wood	9756 16 pitch 26 wood	13221 24 pitch 42 wood	14445 27 pitch 48 wood
Hamburg	7333 10 pitch 14 wood	9941 16 pitch 26 wood	13462 24 pitch 42 wood	14702 27 pitch 48 wood
Bergen	6952 4 crockery 12 wood	8548 10 crockery 24 wood	11566 16 crockery 40 wood	12682 20 crockery 46 wood
Tonsberg	6480 4 crockery 10 wood	8548 9 crockery 22 wood	11566 16 crockery 40 wood	12682 20 crockery 46 wood
Malmo	6657 4 crockery 12 wood	8652 10 crockery 24 wood	11557 17 crockery 42 wood	12643 21 crockery 48 wood
Rostock	7101 4 crockery	9342 10 crockery	12644 17 crockery	13823 21 crockery
Ystad	6610 12 wood	8704 24 wood	11637 40 wood	12459 46 wood 2 crockery
Stetten	6762 4 crockery 9 pitch	8921 10 crockery 15 pitch	12087 17 crockery 24 pitch	13238 21 crockery 27 pitch
Danzig	5578 9 pitch	7511 15 pitch	10075 24 pitch	11059 26 pitch
Visby	6311 4 crockery	8186 10 crockery	10616 16 crockery	11660 20 crockery
Riga	6327 4 crockery 8 pitch	8355 9 crockery 14 pitch 2 pig iron	11308 16 crockery 23 pitch 11 pig iron	12412 20 crockery 26 pitch 14 pig iron
Nalgorod	5669 4 crockery	7304 9 crockery	9627 16 crockery	19755 20 crockery
Stockholm	7202 4 crockery 9 pitch 12 wood	9528 10 crockery 15 pitch 24 wood	12959 17 crockery 24 pitch 42 wood	14181 21 crockery 27 pitch 48 wood
London	8925 5 crockery 10 pitch 7 pig iron 14 wood	11668 10 crockery 16 pitch 13 pig iron 26 wood	15314 17 crockery 24 pitch 21 pig iron 42 wood	16704 21 crockery 27 pitch 24 pig iron 48 wood

Table 2: Shows the relative abundance of the goods in each town. A '+' indicates mores than typical while '-' indicates less than typical.

	Bergen	Bremen	Brugge	Danzig	Hamburg	London	Lubeck	Malmo	Nowgorod	Riga	Rostock	Stettin	Stockholm	Tonsberg	Visby	Ystad
Corn		+	+	-	+	+	+		-	-						
Meat	+			-	+			+	+	-		-		+		
Fish	-			+		+				+				-		
Beer			+		-	+			+	+	-		+	+	+	
Honey	+			-						-			+	+	-	
Cloth	+	-	-	+	-		-		+	+		-	+		+	
Crockery	+	-	-		-		-		+	+		+	+	+	+	+
Wood			+		+		+		-	-	-		+			
Wine		-	-										+		+	
Pepper		-	-	+					+	+			+		+	
Furs		+	+		+		+		-							
Fish Oil	-		+				+		-	+			+	-		
Pig Iron		+	+				+		-				-	-		-
Wool	+				+	-		-	-	-	+	+	+	+	-	-
Salt	+		-	+	-		-			+			+	+	+	+
Leather			+	-		-			-	-	+		+	+		
Hemp	+		+						-	-				+		
Pitch		+	+			+	+		-	+			+	-	–	



THE PATRICIAN

We said it was a tough game, and we weren't lying either. If you've played it you won't be surprised to learn that quite a few people have been having a tough time with this one, so here's a player's guide courtesy of creators Ascon themselves.

The first thing you really need to get to grips with is the game system itself. Everything you do has some bearing on the rest of the game, as you'll discover as you read this guide, and learning how to manipulate that information is the secret to the game. Yes, I know it all sounds long winded, but trust me on this one!

Although money might seem like the most important thing in the game it's no substitute for power, and that's what we're going to show you how to get. So load it up, base yourself in Luebeck, do all the usual borrowing and then trade between Luebeck and Malmoe taking wine or salt from the first and wood or wool from the second. As the journey is short, you should be able to pay your money back quite quickly and then you can start to have some fun.

BUY LOW, SELL LOW

At the start of the game concentrate on shifting cheap goods such as salt and corn. You can carry quite a lot to begin with, and the low price means low risk. You know it makes sense!

Also, watch out for the arrival of the spice fleet. If you choose 'Quick Start' at the beginning of the game, the spice fleet will already be docked in Brugge, so get there straight away for a bit of 'get rich quick'. Buy as much pepper as you can, and then stay in the dock for a couple of weeks. Before you know it, you can sell the stock for twice the price you paid, making a fortune into the bargain!

As well as pepper there are a few other sure-fire winners, but only if you buy them in the correct locations. For example, the best place to buy furs is in Nowgorod, and the best place to sell them is London. Similarly, buy your wine in Brugge, oil in Bergen and your hemp in Danzig. If you want to deal with smaller items, buy salt in Luebeck and sell it in Stockholm.

Your choice of commodity is very important in the public eye. If you only deal in substantial goods, such as meat and fish, you will appear to be a very dull trader in the eyes of your following. Deal in flash things like furs and wine if you really want to get noticed - and, let's face it, who doesn't?

Once you have a little money you'll obviously be looking for ways to make even more, and that is where using other ships comes in. The cheapest - and fastest - dockyard to use is in Nowgorod, and all you have to do to build a ship generally is to load up with hemp. The town usually has most other materials necessary, so what are you waiting for?

HOW LOW CAN YOU GO?

There is another way to get ships but it's one that could land you in a whole heap of trouble should people find out about it. Dealing with pirates is always a risky business, but it could leave you with an entire fleet for next to nothing if you play your cards right. Hand over a fully armed ship to a pirate as far from your home town as you can and he will sell you every ship he captures for a pittance.

You could always turn the tables by setting up a guard ship in front of the town you know the pirates are heading for and capture them as they enter the port, which leaves you with a new ship as well as the undying thanks of the people of that town.

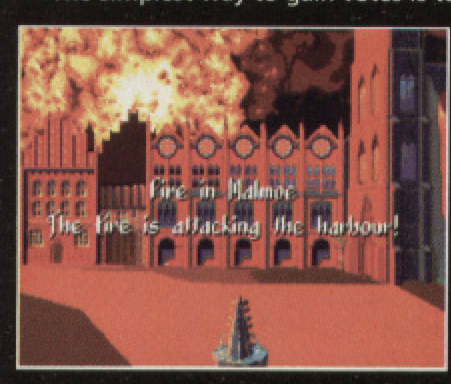


Look after your ships and office at all time. Make sure you always leave enough money in the office and keep checking the condition of your ships, as every repair takes up valuable hold space. If you have a ship that is a complete wreck then sell it. At the auction bid against yourself occasionally to up the asking price, but don't go too high, as you'll end up paying a large amount of cash for a ship that was yours anyway!

LOW CEILING

Becoming Mayor is a long and treacherous affair, so get ready to wait. The elections take place once every two years, and if you play the game correctly you should see your votes increasing rapidly.

The simplest way to gain votes is to throw a party! Paaaaarrrtty! Yes, indeed, and if you've found that every party you've tried to throw has ended with guests dying of hunger and thirst, then here's what you do. Build yourself a warehouse and stick thirty loads of the following in it: Meat, Fish, Ale, Wine and Corn. Then throw your party, and everyone will say 'What a beautiful feast!'. The best days to throw a feast are between the 24th and the 29th of December, by the way. The same loads apply at weddings.



Speaking of weddings, the best woman to marry is the grieving widow of a Bargeman. Not because she'll be gorgeous but because, as a dowry, you will receive two massive ships! I can't see a better deal coming from anywhere else!

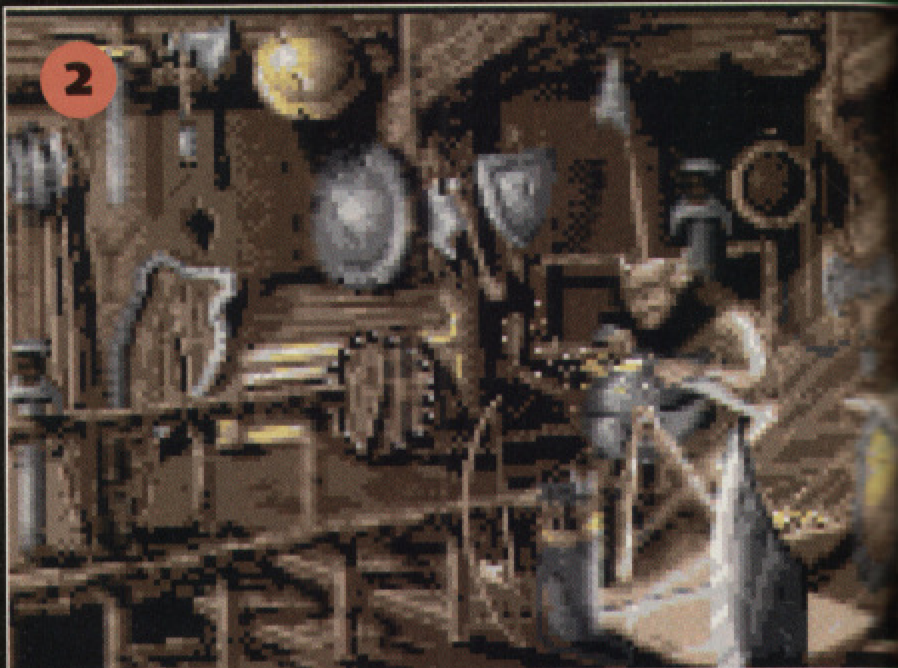
Join as many guilds as you can, and trade between as many towns as you can. Bribe council officials and give large amounts of money to the church and the poor. This way you will soon be honoured as the trader of the year all over Europe - vital if you are to stand a hope of becoming Alderman eventually. But have patience! These things can take many years, so don't expect too much too quickly. In fact, don't expect to even rise to the rank of 'Hopeless' in the public eye until at least three years have passed!

PART 2 ISHAR 2

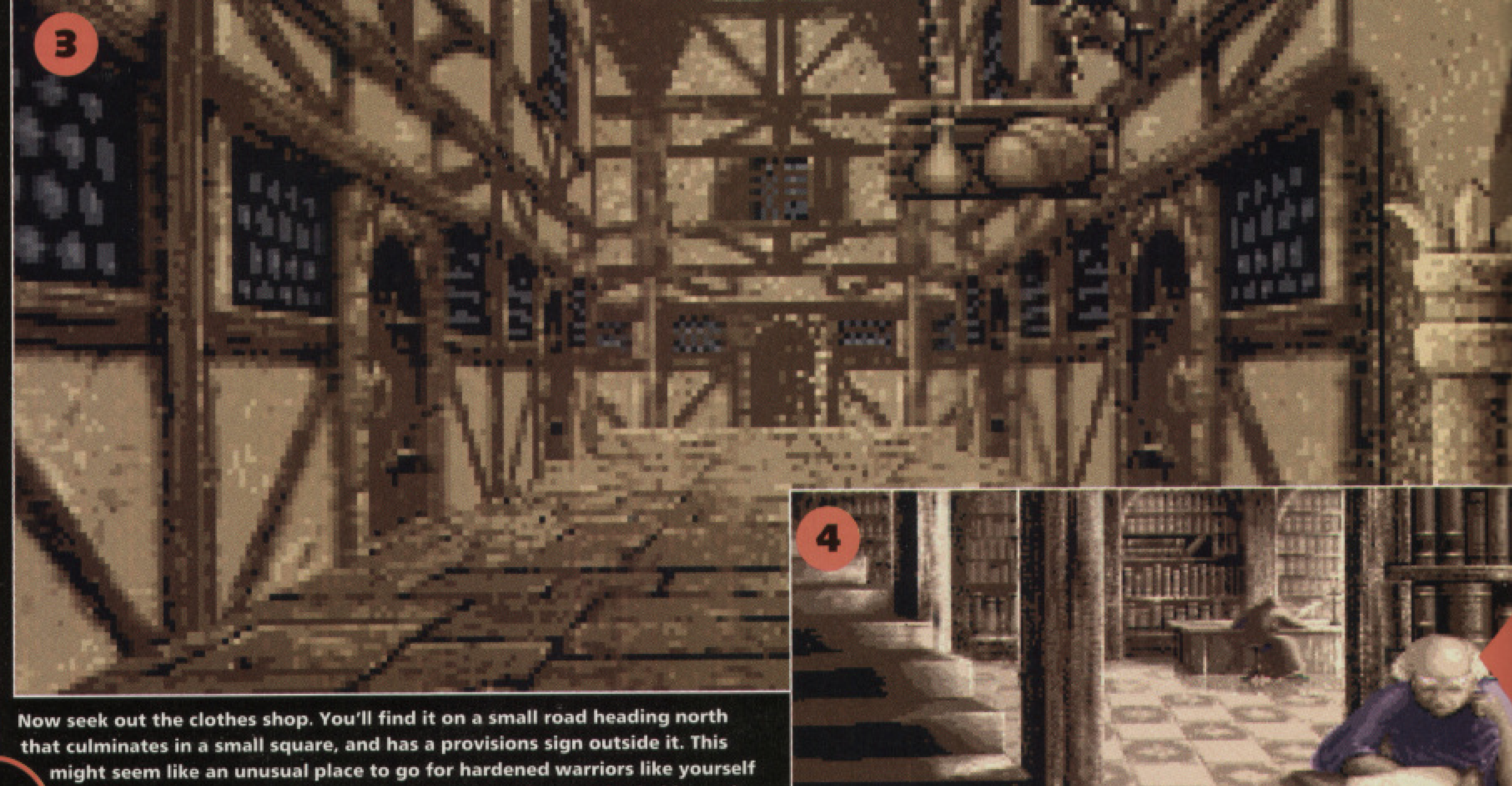
You've smashed your way through men, orcs and skeletons like there's no tomorrow. Now are you ready for some really tough stuff? Yeah? Good, 'cos here's the second part to our comprehensive solution.



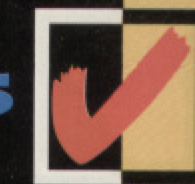
Back in the city, you should be carrying at least 20,000 Po, what with all the treasure you picked up. However, this just isn't enough! You need more! So, before you do anything else, take a wander around the city killing every thief you can find and collecting all the money they drop. Before you know it, you'll have around 50,000 Po and can really get on with the game.

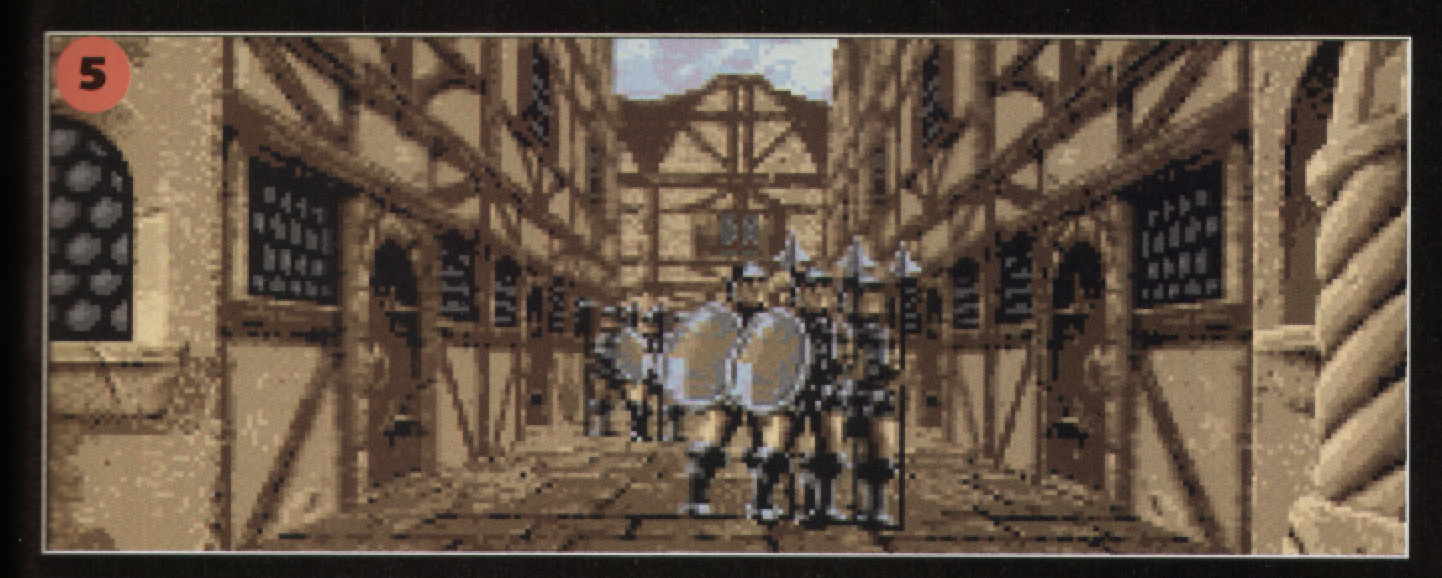


With your new-found fortune, find the armories in the city and stock up on arrows, food and armour. There are some fights coming that will make everything so far look like a very nasty argument with lots of pushing and shoving.



Now seek out the clothes shop. You'll find it on a small road heading north that culminates in a small square, and has a provisions sign outside it. This might seem like an unusual place to go for hardened warriors like yourself but bear with me here. When you get there, buy five monk's habits and five fur coats. Don't worry, all will be revealed.





When you find the bank, don't go in. Instead, head for the back door by travelling right around the square. However, you'll find your way blocked by around fifteen very, very hard town guards. Before wading in, weaken them with arrows and the highly-effective lightning spell.

When they are all gone, enter the building and take the 100,000 Po you find inside. Now that should come in very handy indeed. If you're really unlucky, you may need to fight the new platoon of guards that appear outside.

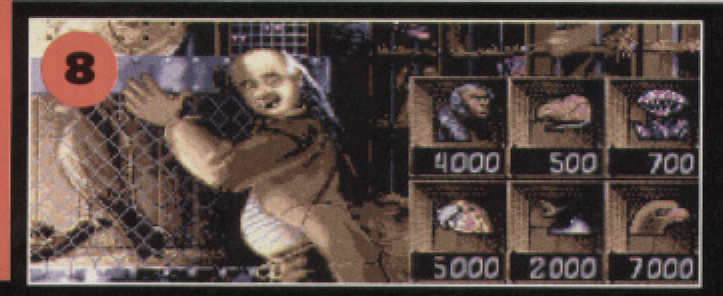




7

This is the really cheeky part. From the back of the bank, walk all the way round to the front again, enter the bank and deposit 10,000 Po in your personal account. If that isn't taking the mickey, I don't know what is!

Now head for the library in the north-east corner of the city (it's the building with the statue and the bard outside). Inside you'll find a parchment on potions. Read this and copy the information down, then head for the bank. This is the next square along on the north wall of the city.



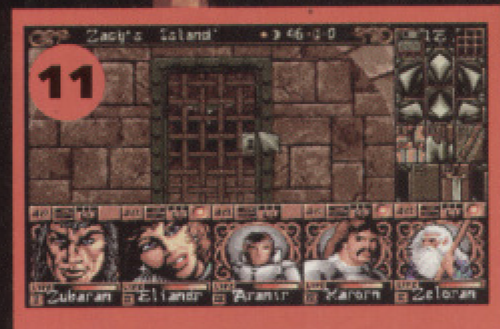
Time to go shopping. Go to the very south-east of town, where you'll find a pet shop, and buy a parrot, a monkey, a magpie and an eagle. Now go to the armoury opposite - it's the priciest in the game but it does have the best stuff, so buy whatever you can. Now go to the provisions shop just around the corner to the south and buy five ropes. Find the provisions shop that sells potions and buy Humbolg for the troublesome priest and Jablou. Eat to get your strength back to maximum.



Just north of this area you'll find a small T-junction that leads to a dead end. At the end of this cul-de-sac is a nightclub, guarded by a giant bouncer. Guess what you have to do! Yes, find him and kill him. Don't worry, this is where the game really starts to get difficult.

With the guard out of the way, wait until nightfall and enter the club. Unfortunately, armour is not in the dress code and you'll be flung into prison immediately. Oh well, you'll know better next time!

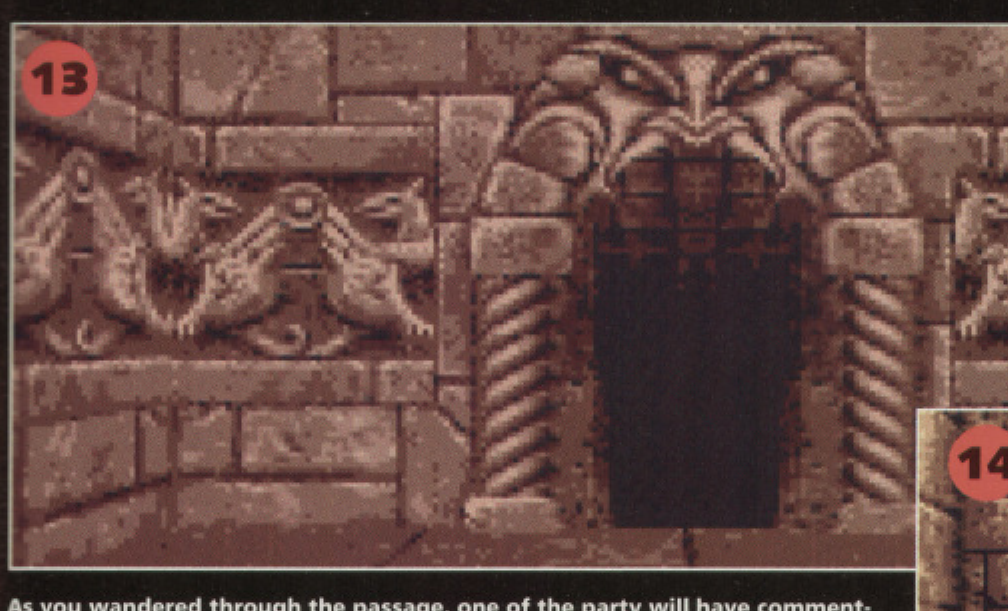




OK, you're stuck in prison - but not for long! Put on the monk outfits and then push the magpie through the bars. Within moments it will reappear with a shiny thing - you know what magpies are like! Luckily for you, the shiny thing is the key to the door, so let yourself out and then head up the stairs. Go through the passage, which is only open between 2 and 4 in the morning, and enter the sacrificial hall.

12 Don't just stand there staring - someone's being sacrificed! So what? You have work to do! Examine the monk's carefully, as one of them has the keys to the prison hanging from their belt. Take them and leave the hall.





13

As you wandered through the passage, one of the party will have commented on a draught coming from the east wall. This is, in fact, a secret door. Walk up to the piece of wall and then walk through it. You are now free to leave the prison.

The only problem is that there are another dozen prison guards to fight! Kill them as quickly as you can, and then head for the docks. At this point, you should be carrying at least 10,000 Po and an iron shield. If you aren't, I suggest you collect these things before adventuring further.

14

15 From the harbour sail to Irvan's island and follow the east coast all the way around until you reach the far side of the forest. Here you will find a wandering magician, who will tell you that he charges 10,000 Po for his services. Oh happy day! You just happen to be carrying that exact amount, so pay the man. He will ask you to send your eagle out into the wilderness. Do this.





16

Before you know it, the eagle has returned with a scroll. Check your map and what do you find? Yes, you have almost completed it!

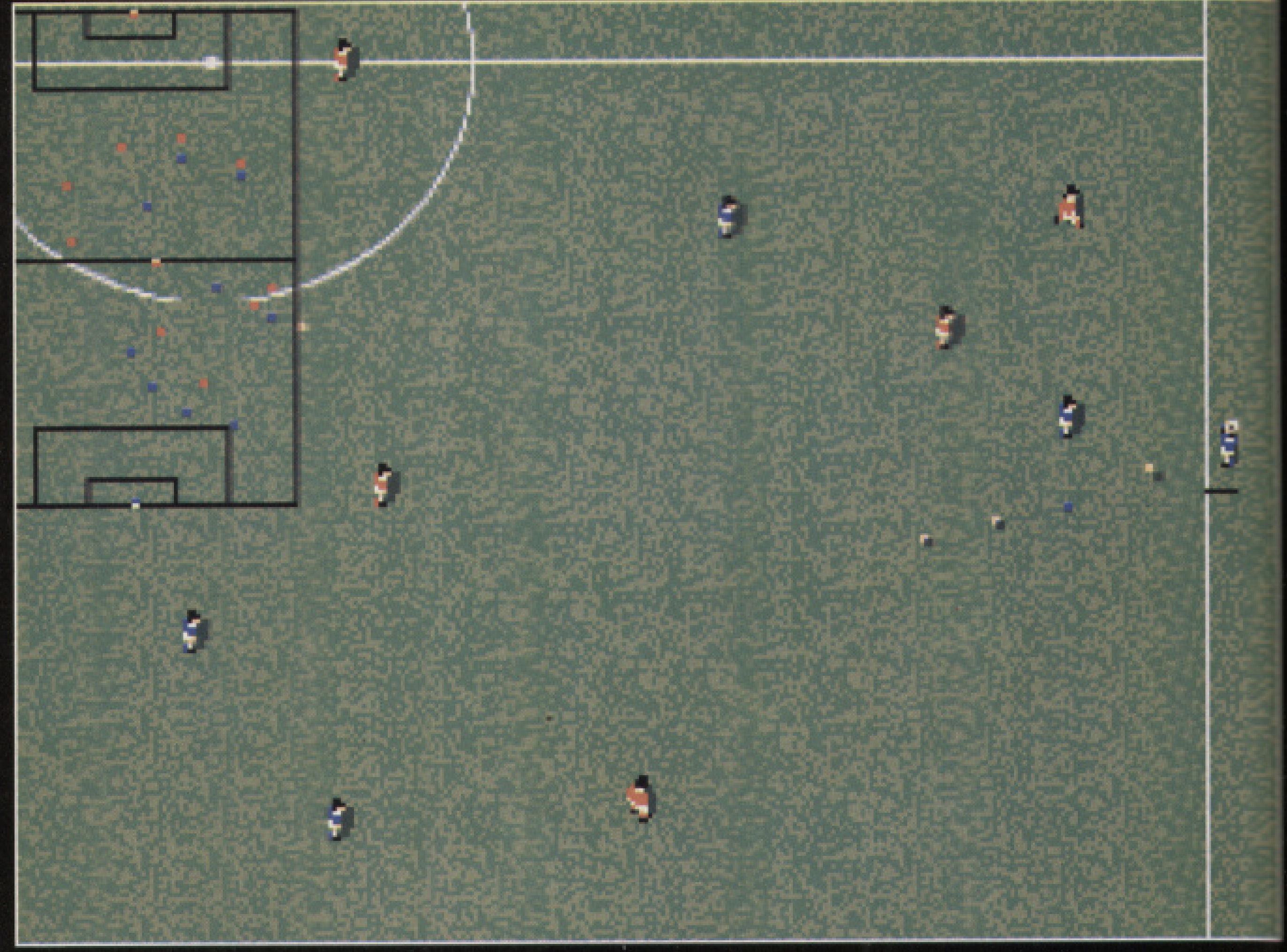
17

Head west now, all the way to the coast, and locate the standing stones. These lead in a line to a small jutting crop of land, at the end of which is a standing stone with a relic at the foot of it. Pick up the relic, and the rock turns into a Golem. Kill it as quickly as possible, and then turn and kill its friend. That's all you need to do here, just head for the harbour and make tracks for Jon's Island! That's where we leave you for now - look out for the final instalment to this complete solution next month!

GOAL!

Okay, so you've played Goal! to death and you're still hopeless. You need help with your dribbling and your touch is awful, not to mention your aftertouch. Admit it. You need two strong arms.

Goal! isn't the easiest game in the world to play - but show me a Dino Dini game that is! It's a game based on skill and foresight, not pure luck as so many other football games seem to be. These copious tips are dedicated to helping you develop those skills as quickly as possible, as well as pointing out what the skills actually are, of course. Fasten your seatbelts and get ready for a crash course.

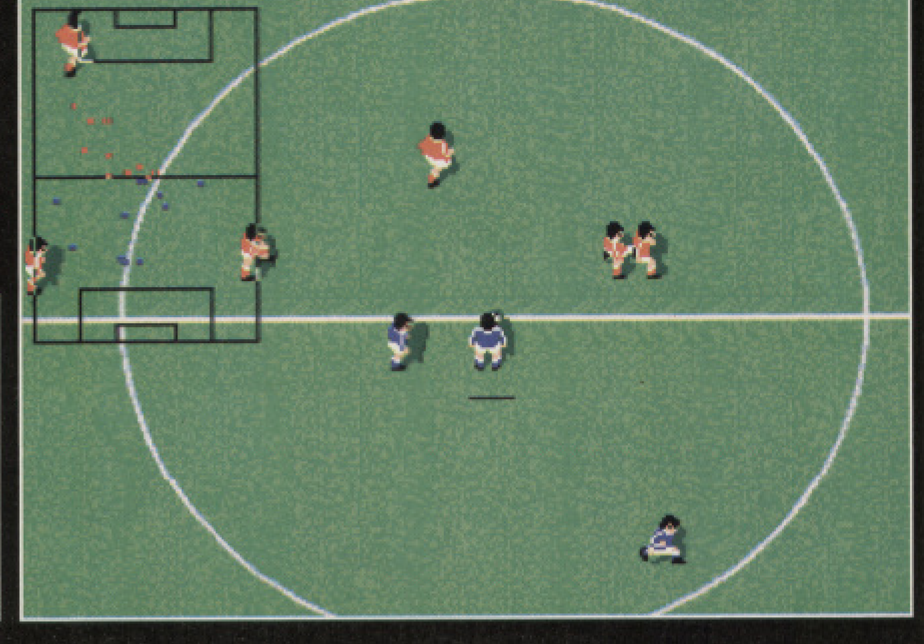


HOT ROD

Just like driving a car, you need to know your vehicle and how it works before you can even begin to start popping wheelies and wheelspin starts. Examine the entire team, checking out their speed and capabilities, and even try to learn which players are best at what. Too many goal attempts are foiled simply by using the wrong player, so remember what each is good at when they are under your control and use them in that capacity. If you are controlling a striker who is adept at shooting, then shoot. If, however, he is more attuned to passing, then pass to someone who is good at shooting then shoot. You might not get as many shots at goal this way but the likelihood of actually scoring will increase.

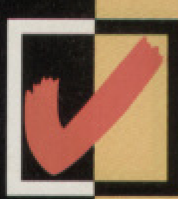
Watch your speed too. You might be able to get from 0 to 60 in seconds but what's the use if you immediately lose control of the ball the second you try to turn. Go into practice mode and run with the ball at different speeds with different players. See how fast you can go before you lose control and try to keep to those speeds in the game.



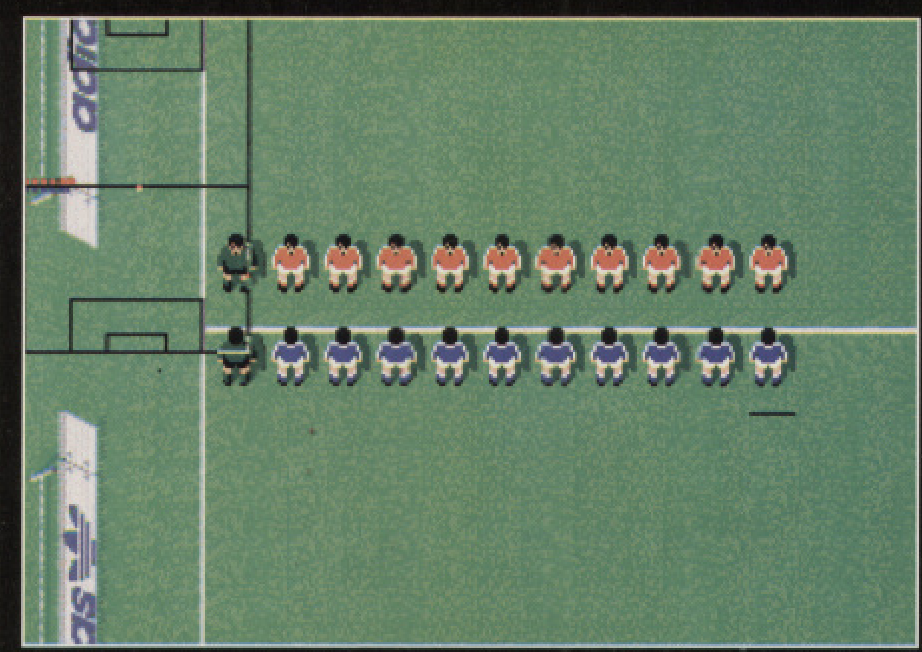


Unfortunately, it's a lot easier to be tackled when running at low speeds, but if you have the reflexes you need never lose the ball again! Well, occasionally maybe.

Football shorts don't come with screw-in studs, so keep your players on their feet! Beware of sliding unnecessarily - the only way to do that is keep your finger off the fire button until you're sure that a tackle will connect or that you will definitely get the ball. Stabbing frantically will just result in your team lying on the floor while the opposition run rings around them, and that's if you're lucky. In a worst case scenario you'll end up fouling someone and before long you'll start losing players. Remember: Careless play costs players.







DEFEND YOURSELF

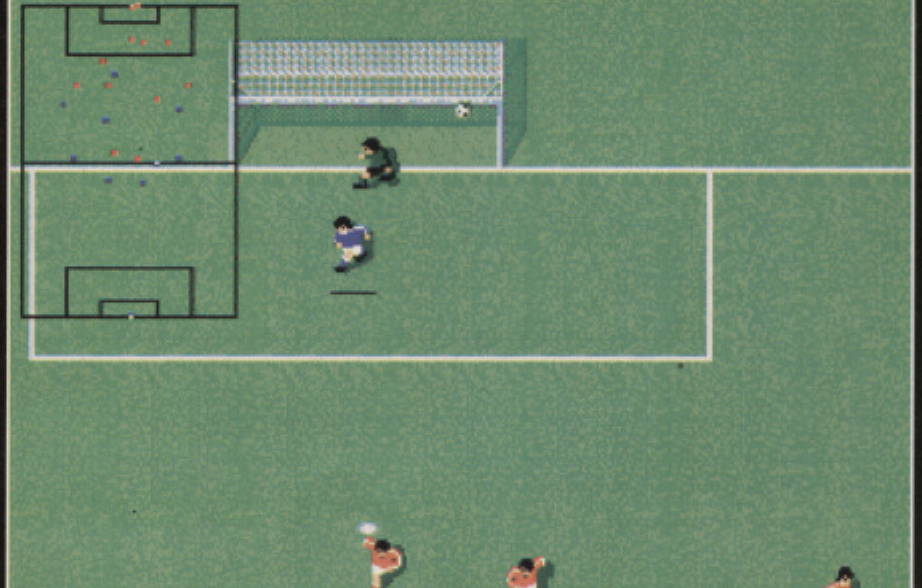
If you're one of those people who find that every time they try to move they get tackled, then try to figure out what's wrong with your playing style. Are you attempting long passes without first checking the scanner? Are you trying to get too far or do too much with a single player? If so, then you need to learn the benefits of defensive play.

Practise passing as often as possible, as this stops the computer teams from homing in and marking you. You'll soon find that playing like this will get you far furher up the field than hoofing the ball as hard as you can.

There is another way to pass, you know. You don't have to use the Dini passing system if you don't want to. One way to do it is to run with the ball towards another player, and then stop dead in your tracks. As you would predict the ball will continue rolling, right to the feet of the next player. As the ball is travelling, control will swap between the two players, so you should be ready to grab the ball and run.

Watch very carefully for computer players coming in to tackle, especially when you are waiting to pass. Quickly check the positions of other computer players and see if you are going to be able to make a pass without being intercepted. If you can't you're going to have to hold your own for a moment until you have a clear pass. The easiest way to do this is to keep your back to the attacking player all the time. This way he won't tackle you - computer players only tackle from the front and sides. However, don't keep it for too long, as sooner or later he will get fed up waiting for you and sliding tackle you from behind - you never know, the referee might not see the foul.





TAKING RISKS

The best place to try and score from is the nine-yard box. Yes, it probably sounds very risky - and in most cases it is, as the keeper will invariably just step forward and take the ball from you.

What you want to do in the spare moments you are sometimes allowed is get in a supershot. This is a shot calculated by the computer to beat the keeper, with height and direction figured out on your behalf. All you need to do is tap the fire button and see what happens. This doesn't always happen, of course, but if you have a player with a good shooting ability, well, you never know.

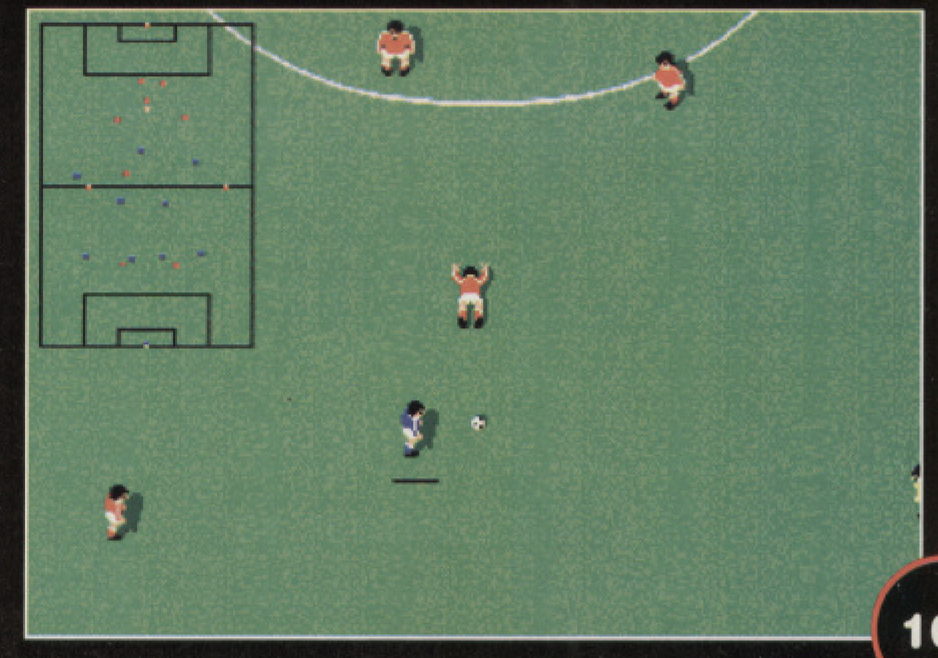
Headers are easy to perform but very hard to control. No matter how exact you try to be, there's no definite way to set the direction the ball will travel in. Overhead kicks are a far safer idea, so practice them as often as possible. It's a much more predictable way of turning the direction of play while remaining in control of the game.

Finally, a word on aftertouch - a much neglected and wasted part of the Goal! armoury. Using aftertouch is a true test of skill, and can make the game immensely satisfying to play if you can get the hang of it. Spend some time practicing the various aftertouch curves and dips, especially into the goal from odd angles, and you'll be surprised at the difference it makes to your scoring ratio.

Once you have the hang of it, try this shot: line yourself up with one of the goalposts in your opponent's end and then run towards it with the ball. Now shoot directly forward, and then steer the ball inward towards the centre of the goal. Most shots of this nature will force the keeper to dive towards the post, leaving the ball to sail into the net.

That's about all we can tell you for now, but those simple exercises in control should improve your playing no end. Who can say, before you know it you might even end up playing better than us! We doubt it, but you never know!







WORLDS OF

Son of the Empire

Finally we come to the last levels of the entire game! Yay! It's taken us months to tell you all about it, and now we're completely sick of it! No, only kidding! In fact, we've enjoyed every minute of it so much that we're going to re-run the entire solution in a special 16-page supplement next month! But enough of this happy banter, great things are afoot! How many more exclamation marks can I possibly use! (Loads, probably! - Ed)



GUIDATO LEVEL 1

GUIDATO

LEVEL 1

The sign at the start of this level begins with the message "As the war rages, it becomes clear that the Empire will soon fall...". Ominous stuff indeed! From this room, you'll need the Unkey to open the door to the south, where unknown treasures await you. Except they're not all that unknown, being as we're about to tell you what they are. First, the puzzle rooms can be found in locations 18 and 26. Other rooms of interest include Room 5, which like a couple of other rooms on this level is divided diagonally by water, and Room 11, which features two locked doors, behind each of which is a chest full of treasure. To get at them, you'll need an iron and bronze key respectively.

ROOM 18

All that needs to be done here is for you to reach the middle of the room. Sorry, but this is another complicated one. Move character A onto teleport T1 and they'll appear on the west side of the skull tile. Get character B to press the pillar button PB1. 'A' will be hit by a teleport spell and sent to the floor rune in the south-east corner.

Get character C sent over by stepping on T1 and get 'B' to press PB once again. Quickly get 'C' to stand on the skull tile before the teleport spell hits 'A'. 'C' will then be teleported to the skull tile by the shooting pillar in the north. Teleport him to pillar button PB2 and push it to open the path to the chest. Teleport again to reach the chest, take the bronze key and leave.

ROOM 26

This is without a doubt the toughest room you'll have come across. Before even thinking about attempting it, read this part very carefully and commit it to



GUADITO LEVEL 1 ROOM 18

LEGEND



memory, as you'll need to act fast and travel light to get through. Make sure all your characters are at full strength before entering as you'll take loads of damage and you'll need all four characters to complete the room. Ready?

Your aim is to reach the north exit, and you'll need to destroy all the monsters in the room before you can begin to solve it. With all of the monsters out of the way, quickly move three characters to the only safe areas there are - the three skull tiles in the south of the room. The fourth has to make the run to the south-west and press the pillar button. A floor tile will appear letting you reach the north-west.

Watch out for the teleport pad. If the three skull tiles aren't occupied, you'll get sent back. To open the door you'll need the ruby key which you should already be carrying. Go through and stand on the switch. This will lower the spikes and you can run to the north exit. Phew.

GUADITO LEVEL 1
ROOM 26

SW	W	SP				SP	W
	W		W		W		W
	W	W	W		W	W	W
T							
W	W	W	W	W	W	W	W
				SK			
	S			SK		S	
PB				SK			

LEVEL 2

This level contains the fourth and final shard you're trying to collect, thankfully, and what's more it only contains two puzzle rooms. However, don't think that they're are going to a breeze because they ain't. They are, in no par ticular order, Rooms 8 and 20. To get through Room 11 you'll need a topaz key, so keep your eyes peeled. When you eventually reach Room 22 you'll recover the fourth and final shard of amulet, which you should return to Auntie Sushiana as soon as you can. Then she can begin working her magic!

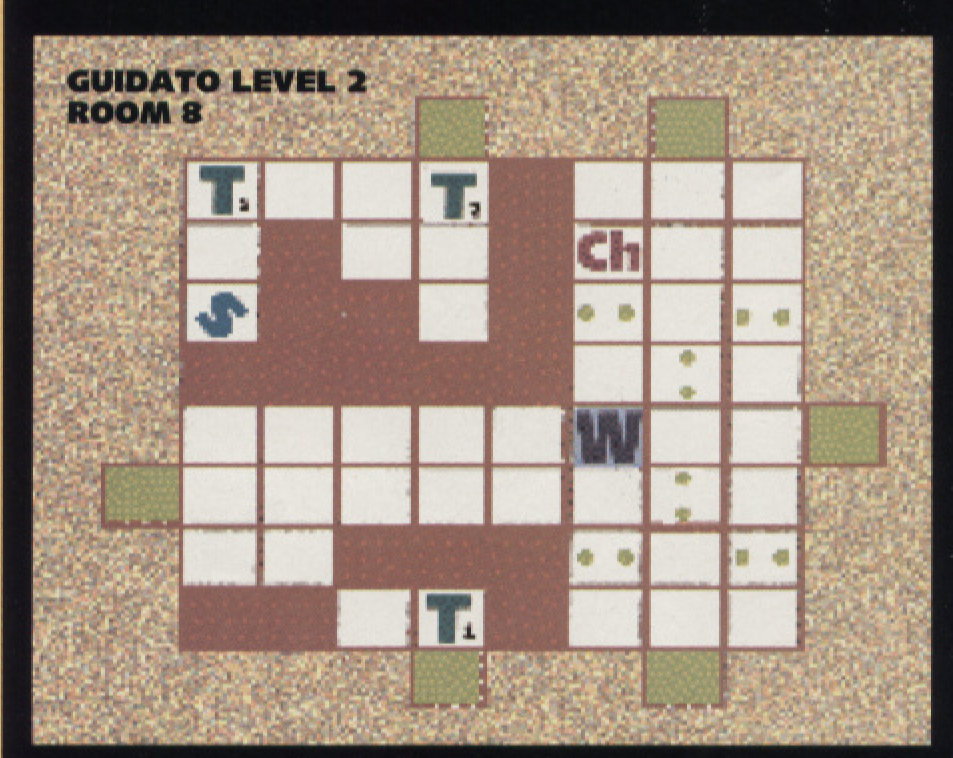
ROOM 8

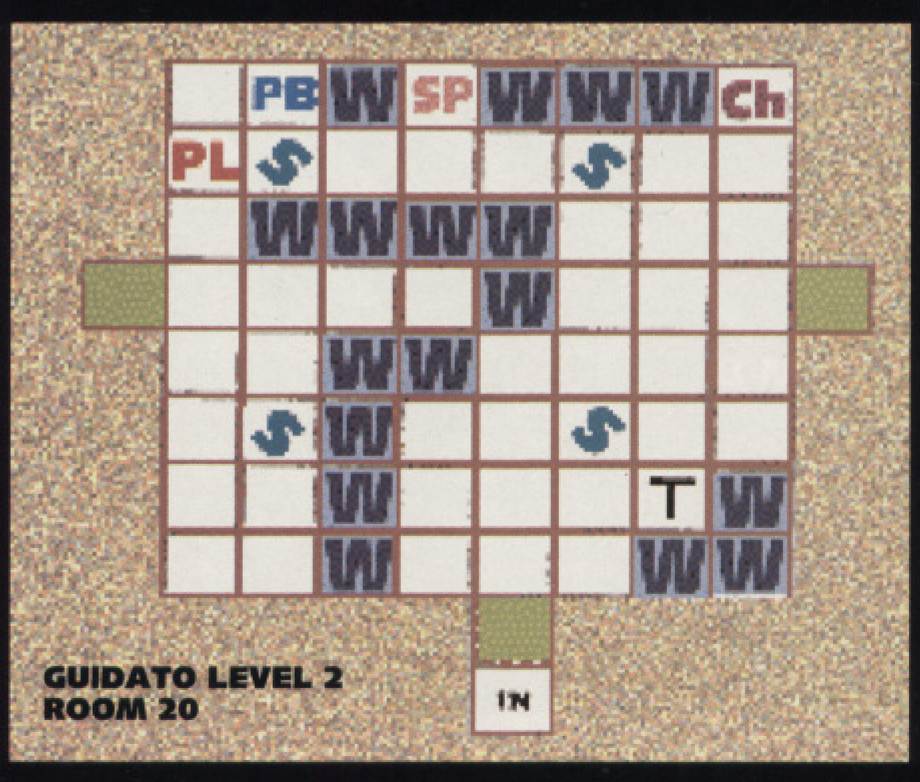
This room is broken up into four separate areas, and you'll need to leave and reenter the room at various points. Your eventual aim is to leave by the west exit. Here's how to do it. As you enter from the south, step on T1 to be teleported to T2. Now leave by the north door.

Come back with the ruby key and unlock the right-hand north door. In this area open the chest and take the iron key. Leave and return by the other north door and step back on T2, which will return you to T1. Leave the room and come back in with the Runemaster as the leader.

Get him to cast a Missile Damage Surround Missile Damage spell at point X. The spell will hit the floor rune in the west of the room and turn the water tile into a skill tile. Now you can just









walk to the west door and unlock it with the iron key.

ROOM 20

In this, the final room for this month, you'll need to open the east door by some rather unusual means. Move character B onto the teleport pad, and he'll be teleported to the rune in the middle of the room. Leave by the west exit and return later with the Azure key. Stand on the middle rune and get another character to pull the pillar level. 'B' will then be teleported to the east side. Unlock the north-east door, walk to the pillar button and press it. The pillar will turn and face the character who originally pressed the button. Now stand the remaining three characters onto the other three floor runes. Leave one by the pillar button and lever , and get that person to pull the lever. The shooting pillar will open fire, sending a bolt flying off each of the characters in turn and eventually opening the east door. You can now leave.

AN ODD SHRINE

LEVEL 1

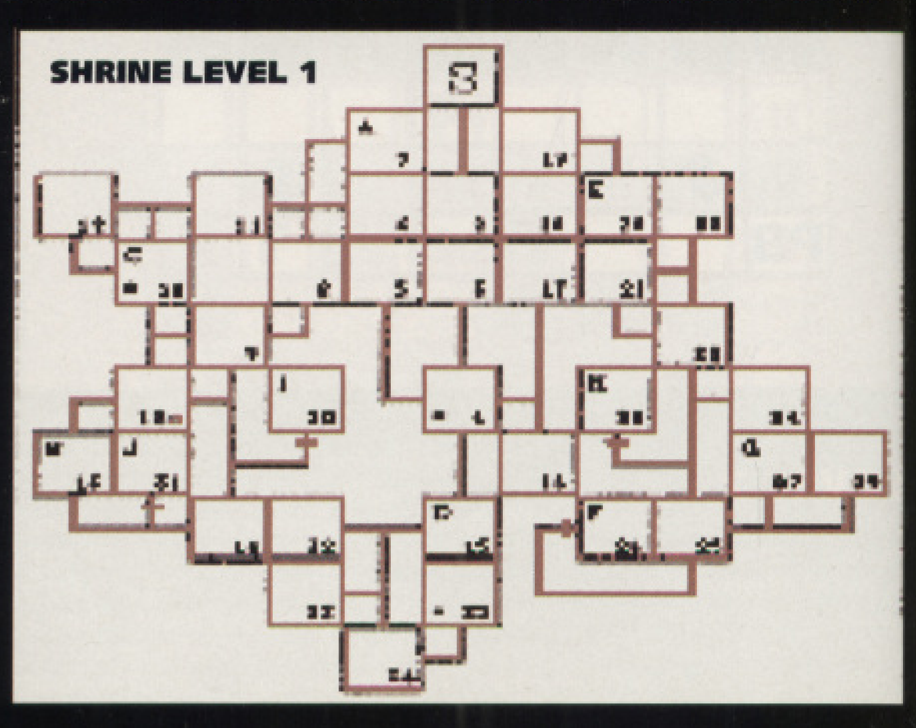
I might as well tell you now - summoning the Eternal Champion was a big mistake. Yes, I know it's what you've been doing all along but, hey, we're sorry. We only just found out ourselves.

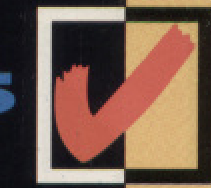
Unfortunately, you've been tricked into releasing the evil Tetrahagael from his prison and so have to destroy him yourself.

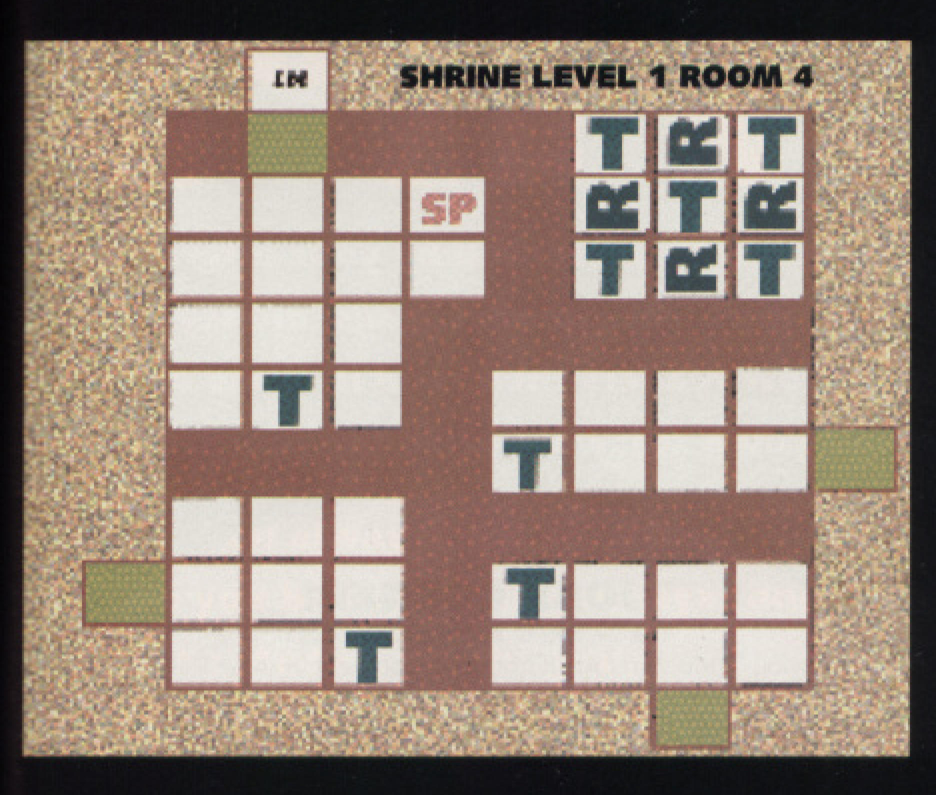
According to Auntie S the only way to do this is to locate the Eternal Blade, and the only way to get it is to destroy a Drune Lord and take its ring, permitting you access to the Odd Shrine. To do this take on the evil banner that now roams the land and use the Make Weapons spell to arm yourself. Mystic weapons will have little effect on a Drune Lord. Once you have got the ring, leave the battle.

Now go to the Shrine. It's a rather complex little map, so here's a rough guide to what you'll find there. You start in a room with a sign which says "Although you know you've never been here before...". Rooms 4 and 10 are those marvellous puzzle rooms, while Room 15 contains five locked doors which require the ornate, dark, moon, skull and unkey keys to open and let you through to south-east exit.

Room 35 is where all the action really happens. Here you'll find the Eternal







Ch T1 P T2 Gr SK SP IN

SHRINE LEVEL 1 ROOM 35

Blade, though you'll have to follow the complex solution to get it, and once you have it only the Assassin can use it. After that, though, you can get out and take on Tetrahagael and banish him, thereby finishing the game! Congratulations. Oh, those room descriptions...

ROOM 4

This room is broken up into four main regions. You'll need to use the north-east teleporter to gain access to the other exits. Get a character to stand on the first teleport pad, and they will be sent to the grid in the top corner of the room. At this point, a surround teleport spell is cast by the shooting pillar onto the rest of the group. At the moment the spell hits, step onto the relevant teleport pad in the corner group to send everyone to the new exit. For example, stepping on the north-west pad will send everyone to the north-west area of the room (i.e. where you came in). You get the picture.

ROOM 10

Another room divided into four seperate areas. Your aim is to reach the teleport pad in the middle of the room which has a key on it. The first thing you need to do is get a character on each of the rune tiles in each quarter of the room. Unfortunately the only way to do this is to kill each member of your party in turn and leave their bones on the runes. Get your Runemaster to do this with each one, leave and come back for the next one. Once the three are dead, get the Runemaster to cast a Missile Vivify at each pile of bones until your party is alive once more.

Now pull the pillar lever. Four skull tiles will appear connecting the four areas together, and you can reach the door to the centre tile. Use a Diamond key to open it, and take the key in the middle. There you go!



ROOM 35

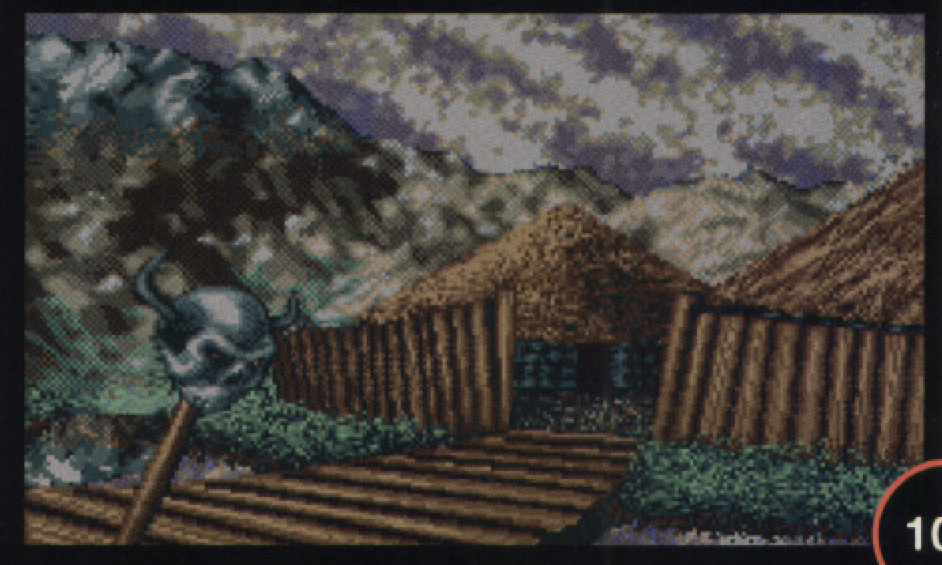
Obviously what you want to do here is get to the chest in the north and take the Eternal Blade from it. To get to it, though, you have to pass through the four doors that won't open. This is a bit tricky, so read this bit carefully before you attempt it.

Firstly, get the Runemaster to cast Missile Damage at the floor rune near the entrance. The shooting pillar will fire, and the first door will open. Right, we're on our way. Now get Character B to step through the open door, and get the Runemaster to cast Missile Damage Damage at the rune and the second door will open. Get 'B' to step through this door. Now get the Runemaster to cast Missile Damage Damage Damage at the rune. The third door will open, but the first two will close.

Get 'B' to step through the third door and cast Missile Damage Damage Damage Damage at the rune, and the last door will open. Now walk 'B' through the last door and get him to stand on one of the skull tiles in the north-east area. Now follow the same procedure for the other two characters until all three skull tiles are occupied. Finally, open the first two doors as usual.

Now you'll need to get the Runemaster through the doors and cast the spells at the same time. This is the tricky bit. Stand him at position X and cast Teleport on him. Now cast Missile Surround Damage Damage Damage Continuous Damage Damage Damage Damage at the floor tile next to the rune. As soon as the spell is cast, teleport the Runemaster to the position between the second and third doors before the first two close. The third and fourth will open, and he'll be able to walk through.

Stand the Runemaster on teleporter T1 and open the chest. When you want to return to the south exit just use T2. There you have it! Now you can defeat Tetrahagael and run off with all the glory! Thank you for sticking with us all the way.



SNIP TIPS

Alright pop pickers, here's the top ten tips of the month as presented by your effervescent host Mr 'Tippity' Tips. If you know any information (tips, cheatmodes, gags, money - that kind of thing) that you'd like to share with your fellow readers then send it to me and I'll gladly pass it on. You never know, I may even send you a software prize for your troubles.

GOAL!
Virgin

Matthew Bennett came up trumps with this rather smart cheat for Dino Dini's stunning footy sim. Cheers, mate, I'll be sending you a top piece of software in the near future - give Simon a call if you've got a preference as to which game you'd like and he'll do his best to sort you out.

Anyway, the cheat goes like this: If you have a man or two sent off during play then call up the subs bench (by pressing the left ALT key), click on the man who was sent off and as if by magic a new bloke should come on. Watch out, though, because you can only perform this little trick twice. Mar-vell-ous!

TRANSARCTICA
Silmarils

We extensively tipped this train sim a few issues back so I reckon the time is right for me to reveal the full cheat mode. On the options screen just click in a corner of the screen, pressing Ctrl and Alt at the same time. If you've done this correctly, clicking in a corner of the screen will award you with these special bonus things, as shown below.

- Clicking in the top-left corner gives you a fully-loaded train.
- Clicking in the top-right corner improves the strength of the enemy, which is always handy.
- Clicking in the bottom-left corner will give you a super train and all the objects you need to win the game.
- Clicking in the bottom-right corner will complete the game!

DESERT STRIKE
Electronic Arts

David Barlow from Sheffield is the chap to thank for this tip so if you fancy writing a letter to him to express your gratitude then send them to me and I'll pass them on. David also mentions that he's heard Syndicate is a very good game. Well, you're not wrong there, David - you weren't hinting at something, were you?

You know how you normally can't select Tug Gurny as your co-pilot because he's MIA. Well, enter the password as BVYFIRC and he'll be instantly reincarnated and ready for action. If you want to play with him, so to speak, then you'll have to rub out the password and start your campaign once he's been selected because not doing so will call up the end-of-game congratulatory sequence.

NICKY 2
Microids

Nicky's second Amiga outing wasn't exactly memorable but if you're struggling away on this decidedly average game then here's a helping hand in the form of level codes.

1	NO CODE
2	DRACO
3	ATIKH
4	FIRAM
5	LURNA
6	PALET
7	MIURA
8	SLORY

FLASHBACK
US Gold

Yes, yes, yes - I know we printed level codes a few months back but there seems to be some confusion as to which version they're from. However, help is well and truly at hand in the form of Stephen Smithess from Haynes who spent simply ages discovering these. Cheers-ears!

LEVEL	EASY	NORMAL	EXPERT
1	WIND	FIRE	MINE
2	SPIN	BURN	YOUR
3	KAVA	EGGS	NEST
4	HIRO	GURT	LINE
5	TEST	CHIP	LISA
6	GOLD	TREE	MARY
7	WALL	BOLD	MICE

JOKE CORNER!

In a desperate bid to blag a copy of Gunship 2000, Peter Allan from Liverpool sent in some Flashback codes (sorry mate, pipped to the post by Stephen Smithess) and a cheat for John Madden (like, wow!) plus a few jokes - the best of which is printed below. You don't win Gunship 2000, I'm afraid, but you made us laugh anyway. Thanks. Anybody else got some good gags?

"Miss, Miss! Tracey's made a puddle on the floor!"
"Oh Tracey, why didn't you put your hand up?"
"I did, Miss, but it trickled through my fingers."

ER, THANKS

I'd like to say a big, big thank you to all the software houses that have struggled to produce the high-quality tips that you see in the Kill Zone pages preceding this page. So cheers to Millennium, Daze, Virgin, Grandslam, Daze (again), Mindscape and Audiogenic, your hard graft is well appreciated. Hang on, did I mention Audiogenic? But where are the Graham Gooch tips? Let me tell you a little story.

At the beginning of the issue, the editorial team sat down and thrashed out ideas for the tips section. Deciding that Graham Gooch's World Class Cricket was a 'hot' game at the moment, they allocated two pages (or a spread as they love to call it) and contacted Audiogenic, the game's publishers with their requests. "No problem," said the helpful person at Audiogenic, "we've got stacks of helpful hints which we'll send off to you straight away."

Presented below are the tips they sent us. And if you don't mind us saying, they're the saddest excuse for a player's guide we've ever seen.

- Don't always bowl at top speed - some batsmen can be fooled by a slightly slower ball.
- Right handed batsman are generally weaker on the left-hand side.
- If you link your computer to a video recorder and tape specific shots then you can rewind the tape and have instant Action Replays.
- Link the computer to a video, set the options to computer vs computer and go out. When you come back you can watch the match by replaying the tape.

As you can see, the last couple are particularly brilliant but we don't feel they've gone far enough. Here are another few that we've thought of to increase your enjoyment...

- When you're replaying your video-recorded match, sit forty yards back from the TV or monitor and squint for a more authentic feel.
- If you haven't seen rain during the game then simply empty a bucket of water over the screen and press the pause button. That way rain will stop play.
- Turn the brightness down now and again to simulate poor light.
- If you have recorded a computer vs computer match while you were out and are just settling down to watch it then go out and get a life.



GAMES SURGERY

October already? It seems like only last month that it was September! And of course it was, not that I care what the month is because people always have problems, so I'll always be here. Sit down, loosen you blouse, close your eyes and let Matt the Medic... soothe you.

Dear Doctor,
I am going mad because I just can't pass Music World in the game Zool and I would appreciate it if you would give me some cheats.

Timmy Corcoran,
Millstreet, Co. Cork.

Not exactly the longest letter I've seen this month but fairly easy to answer. When the game first loads up, wait until the high-score table appears and type in GOLDFISH followed by Return. The function keys will now transport you to the corresponding level, while 1 will make you invincible, 2 will take you to the next stage of the level you're on, 3 will take you to the start of the next full level and 4 - well, just have a go.....

Dear Matt,
Please can you give me a cheat for unlimited lives or to jump a level in VIZ. I die so quickly it's driving me mad.

Thomas Boyle,
Greenock, Scotland.

Editorial censorship makes it difficult for me to answer that question, but if you type in WHAT A GREAT LOAD OF B*LL*CKS (don't forget the spaces and use your imagination as to which letters the asterisks represent!) on the character selection screen, you should be able to pick the starting level by pressing any key between 1 and 5.

Dear Doc,
I recently purchased FUTURE WARS but after just a few hours play I have become hopelessly stuck. I have recovered the magnetic card from the Father Superior's room but what must I do now? The main entrance is locked and if I try to reach the teleport beam the three monks catch and kill me. Help!

Brian Smith,
Nettleham, Lincoln.

Okay... once you have the card you need to go back to the wine cellar and use the remote device on the barrel that is on top of the ladder. You should now discover a secret passage that leads to another lab like the one behind the map in the office. See what you can do from there.

Dear Matt,
I'm stuck in INDIANA JONES AND THE FATE OF ATLANTIS in the underground labyrinth in Crete but I don't know why. Is there any chance that you may help me find Sternhart's staff?

Scott Wiseman,
Whitehall, Banff.

My informed source tells me that depending on what path you're playing, the staff will always be by Sternhart's body or very near. You then need to use this with the chock to free the counterweight on the platform.

Dear Doc,
I've got OPERATION STEALTH and I am going mad over it. I'm tied up with the girl and don't know how to get a bracelet off the man on the beach. Can you help?

Richard Avery,
Cornwall.

Yes sir, I can boogie. To escape OPERATE the ground and you should find a piece of sharp metal. USE the metal on the ropes and then OPERATE the pick axe repeatedly at the right of the screen, just above the rock you were tied up against.

Now you can exit through the hole that you've just made and make your way back to the bank and exit the screen bottom left - you should now see a man on the beach. Speak to the man and USE the coins on the man. Huzzah! You should now be the owner of one bracelet. Please call again - I'm always happy to help.

Dear Matt the Medic, I am indeed stuck! In LOOM how can I convince the shepherds that I'm a wizard. I've tried all the tricks I know but I'm still stuck.

Alastair Kerr,
Co. Tyrone, N. Ireland.

Good timing here 'cause I've just recently completed this myself. You need to go into the emerald fortress and look into the future viewing crystal. Look into it a few times and it will show you a number of scenes yet to happen - one of them being how to pass the shepherds.

MATT'S SHOW-OFF SHELF

Thanks for the excellent response to last month's pleas - we're all jolly impressed down here I can tell you. Don't forget, if you want to join my staff just write in to 'Matt's Show-Off Shelf' at the normal address. Special thanks to Stephen Totten for his help this month.

FREE PRESCRIPTIONS

- Nurse Mark Robins has this advice for Crazy Mazzy: You must get your mage to wear the mask of second sight then make him party leader. Now you will be looking through the mask and the problem is solved.
- Doctor Stephen Totten answers a number of questions raised last month:

In HEART OF CHINA: Open the door to find Kate with two snakes. As Lucky, use the gun on the nearest snake - the second snake will bite Kate no matter what. Kill the second snake with the gun, then click on Kate and go to the end door.

To solve Richard Burke's OPERATION STEALTH problem Stephen suggests: USE your money on the bank clerk to change it. You will still have some notes left so USE this on the clerk again. Go to the flower shop and buy a red carnation (USE money on florist and TAKE flower.) Go to the park, sit on the bench and save the game. Your contact will arrive shortly after.

Finally, McDONALDS LAND: Type in SPICY BEANBURGER on the intro screen for a cheat.

MEDICATION REQUIRED

- Philip Hinds from Cheshire wants to know if there's any way of getting rid of the Quadipus in ARABIAN NIGHTS without losing lots of lives.
- Darren Gibson from Co. Fermanagh wants to know how to launch the rescue pod on Mission Four of F/A-18 INTERCEPTOR.
- Stephen Palmer from Dorset is desparate to find Frey's Spear in the Utgard world of HEIMDALL.
- Mike Cooper from Hull wonders if they are any cheats for THE LOST PATROL floating around out there.

THE SURGERY IS NOW CLOSED

Sorry, but that's all folks. Only another month to go before the surgery is open for business again so make sure you send your problems to: Matt The Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send in SAEs as I can't answer your queries personally and I'll only use your stamps for my own personal use! Don't say I didn't warn you.

BACK ISSUES











Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?

Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!

To order simply fill in the coupon below, write out a cheque/postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF. For more info call: (0858) 468811.

MAY 1992
ON THE DISKS! Playable demos of Fire & Ice and The Humans, an interactive Bullfrog interview plus three excellent PD games: Yelp!, Microbes and Asteroids!
WIPPED! Sabre Team, Aquatic Games, Shadoworlds and The Humans!
REVIEWED! Indy IV arcade game, Project-X, Eye of the Beholder 2, Fire & Ice, Apidya and many more!
TIPPED! Complete solutions to Heimdall and Willy Beamish, a player's guide to Robocop 3 and the start of the Shadowlands guide!
PLUS! The Magnificent Seven! The ultimate Amiga! Two free badges!

JUNE 1992
ON THE DISKS! Playable demos of Indy IV arcade game, Pushover and Striker, F1GP cheats plus two PD games: Team 17's Waggle-O-Mania and Galaxians!
WIPPED! Premiere, Zool, Galactic and Rookies!
REVIEWED! Sensible Soccer, Jaguar XJ220, Floor 13, The Addams Family, Wizkid and many more!
TIPPED! Complete player's guides to Harlequin and F1GP and the second part of the Shadowlands solution!
PLUS! Team 17 interviewed plus preview round-up! Free Ocean badge!

JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge! Free Dune poster!

AUGUST 1992
ON THE DISKS! Playable demos of Troddlers and California Games 2, extra missions for Epic plus three PD games: Wizzy's Quest, Duel and Match Patch!
WIPPED! Walker, Nigel Mansell, Curse of Enchantia and Frontier: Elite 2!
REVIEWED! Civilization, Hoi, Crazy Cars 3, Liverpool, California Games 2 and many more!
TIPPED! Player's guides to Sensible Soccer, Striker, Space Crusade and Fire & Ice, and the start of the complete Monkey Island 2 solution!
PLUS! Renegade interviewed! The start of the Uridium 2 development diary!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Shadow of the Best 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going complete solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games: Cybernetix and Sub Attack!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier: Elite 2!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool, Troddlers and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Playable demos of The Chaos Engine and Lionheart plus five PD games: Revolution, Bridge Ball, Flag Catcher, Biplanes and Tank Attack!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Shadoworlds, Road Rash, Curse of Enchantia, Legend of Kyrandia, Assassin and many more!
TIPPED! Complete solution to Hook and the second part of the Eye of the Beholder solution!
PLUS! Sensible Software interviewed!

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Player's guides to Zool, Putty and Wizkid plus the last part of the Eye of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dr... ula on CD, Dune 2 and Superh...
REVIEWED! I... venture, Street Fighte... orld, KGB, Waxworks an... many more!
SOLD OUT
TIPPED! Player's guides to Assassin and Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed, Sleepwalker and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, The Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of player's guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

MAY 1993
ON THE DISKS! Three bumper disks, boasting playable demos of The Lost Vikings, Legend 2, The Ancient Art of War in the Skies, Sink or Swim and Super Cauldron plus a complete PD game: Balder's Grove!
WIPPED! Syndicate, Overdrive, F-117a Stealth Fighter 2, Soccer Kid and many more!
REVIEWED! B17 Flying Fortress, Beavers, Sink or Swim, Championship Manager '93, Nippon Safes and many more!
TIPPED! Player's guides to Body Blows and Nick Faldo's Golf, more on KGB and Bill's Tomato Game plus the start of a massive Chaos Engine guide!
PLUS! Alien Breed 2 development diary starts! How the mass media covers computer games exposed!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993
ON THE DISKS! Playable demos of Cannon Fodder, Global Gladiators and F1 Challenge, plus a complete PD game: Baldy!
WIPPED! Jurassic Park, Settlers, Stardust, Simon the Sorceror, HeroQuest 2 and many more!
REVIEWED! Ishar 2, War in the Gulf, Dune 2, Gunship 2000, Syndicate and many more!
TIPPED! Complete player's guide to Arabian Nights, Beavers and B17 plus the start of an Abandoned Places 2 solution!
PLUS! Thalion interviewed!

AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written specially for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, 1869, Battle Isle '93 and many more!
TIPPED! Player's guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

THE ONE BACK ISSUES OFFER!

Please send me the following back issue(s) of The One:

.... Quantity.........................

I enclose a cheque/postal order made payable to EMAP Images for £..........
(Rates per magazine: UK - £5.99; Europe - £6.50 Overseas - £8.50)

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Please allow 28 days for orders to be fulfilled upon receipt of request. All orders are subject to availability - all titles shown are available at the times of the issue going to press (except those marked 'Sold Out!', obviously).

WHO ARE YOU?

We know who you are. We know where you live. Actually, we don't, but by God we'd like to. So here's your chance to tell us all about your good selves as well as letting us know what you think of The One.

But why bother? I'll tell you. Every completed questionnaire we receive will be entered into a large tombola, and after November 28th 1993 we'll get some top-rated celebrity or David Upchurch to come round and pick a completed form at random. That particularly lucky person will then receive £200 (and I'll spell it for you, that's two hundred pounds) worth of software for their troubles. Then we'll get the celeb to pull out another five questionnaires and the sender of those will find a software bundle worth £50 whizzing its way towards them. B-rill-iant!

That's not all, though. We're also looking for readers to take part in a few special events we're lining up. Some people will be asked to come to The One Towers and tell us in person what they think of the mag. Others stand a chance of being selected to challenge us at their favourite game, if we decide to do a games challenge. Which we might not.

So what are you waiting for? Me to stop wiffling on? Okay then.

PART ONE - ABOUT YOU

1. What is your name and address?

Name...

Address...

....

....

..................Post Code:.....................

Telephone number (optional)...........

....

2. Which sex are you?

- ☐ Male
- ☐ Female

3. How old are you?

- ☐ 6 or under
- ☐ 7-10
- ☐ 11-14
- ☐ 15-17
- ☐ 18-19
- ☐ 20-24
- ☐ 25-30
- ☐ 31 or over

4. What do you do for a living?

- ☐ At school
- ☐ In further education
- ☐ University/Poly
- ☐ Full-time employment
- ☐ Part-time employment
- ☐ Unemployed
- ☐ Retired

5. Which of the following gadgets do you have access to?

- ☐ CD player
- ☐ CD-I unit
- ☐ Video camera
- ☐ Video recorder

PART TWO - ABOUT YOUR AMIGA

6. Which type of Amiga do you own?

- ☐ A500
- ☐ A500 Plus
- ☐ A600
- ☐ A600HD
- ☐ A1200
- ☐ A1500
- ☐ A2000
- ☐ A3000
- ☐ A4000
- ☐ Amiga CDTV
- ☐ Amiga CD32

7. If you don't already own a CD32, will you be buying one within the next six months?

- ☐ Yes
- ☐ No

8. Which of the following Amiga peripherals do you own or intend to buy within the next six months?

Own	Intend to buy	
☐	☐	1Mb RAM expansion
☐	☐	Second disk drive
☐	☐	CD-ROM drive
☐	☐	Hard drive
☐	☐	Printer
☐	☐	Monitor
☐	☐	Action Replay
☐	☐	Joystick

9. On average, how many joysticks do you buy during a year?

- ☐ 0
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4 or more

10. How much time in total do you spend on your Amiga per week?

- ☐ Less than 2 hours
- ☐ 2-4 hours
- ☐ 5-10 hours
- ☐ More than 10 hours

11. How do you spend the majority of your time on your Amiga?

- ☐ Playing games
- ☐ Programming
- ☐ Graphics applications
- ☐ Sound applications
- ☐ Business applications
- ☐ Education

12. How much time in total do you spend playing games on your Amiga per week?

- ☐ Less than 2 hours
- ☐ 2-4 hours
- ☐ 5-10 hours
- ☐ More than 10 hours

13. What do you think of the following game genres (1=hate; 10=love)

- ☐ Adventures
- ☐ Arcade adventures
- ☐ Beat-'em-ups
- ☐ Platform games
- ☐ Puzzle games
- ☐ RPGs
- ☐ Shoot-'em-ups
- ☐ Simulations
- ☐ Sports simulations
- ☐ Strategy games

14. When you buy a game, which of the following strongly influence your purchasing decision?

- ☐ Magazine reviews
- ☐ Advertising
- ☐ Friend's recommendation
- ☐ Display in a shop

15. How much do you spend on games software every month?

- ☐ Under £20
- ☐ £20 to £30
- ☐ £30 to £40
- ☐ £40 to £60
- ☐ Over £60

16. On average, how many full-price games do you buy per year?

- ☐ 0-3
- ☐ 4-6
- ☐ 7-9
- ☐ 10-12
- ☐ 13 or more

17. On average, how many budget games do you buy per year?

- ☐ 0-3
- ☐ 4-6
- ☐ 7-9
- ☐ 10-12
- ☐ 13 or more

18. On average, how many Public Domain games do you buy per year?

- ☐ 0-3
- ☐ 4-6
- ☐ 7-9
- ☐ 10-12
- ☐ 13 or more

19.\Where do you usually buy your software from?

- ☐ High-street chainstore
- ☐ Independent retailer
- ☐ Mail order

20. Which, if any, of the following computers/consoles do you have access to in your home?

- ☐ Atari ST
- ☐ IBM PC
- ☐ Sega Master System
- ☐ Sega Game Gear
- ☐ Sega Mega Drive
- ☐ Sega Mega CD
- ☐ NES



- [ ] Nintendo Gameboy
- [ ] Super NES
- [ ] Other (please specify)

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21. Which, if any, of the following magazines to you read?

- [ ] Amiga Action
- [ ] Amiga Computing
- [ ] Amiga Force
- [ ] Amiga Format
- [ ] Amiga Power
- [ ] Amiga Shopper
- [ ] Amiga User International
- [ ] CU Amiga
- [ ] CVG
- [ ] Gamesmaster
- [ ] Other (please specify)

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PART THREE - ABOUT THE ONE

22. Did you buy this issue of The One?

- [ ] Yes
- [ ] No

23. How often do you buy The One?

- [ ] Every issue
- [ ] Often
- [ ] Rarely

24. How easy is it to obtain The One in your area?

- [ ] Easy
- [ ] Okay
- [ ] Difficult

25. Apart from yourself, how many other people will look at this copy of The One?

- [ ] 1
- [ ] 2
- [ ] 3
- [ ] 4
- [ ] 5-8
- [ ] 9-13
- [ ] 13-20
- [ ] 21 or more

26. Are you interested in subscribing to The One?

- [ ] Yes
- [ ] No

27. Generally, what do you think of The One's coverdisks?

- [ ] Very good
- [ ] Good
- [ ] Okay
- [ ] Poor
- [ ] Rubbish

28. How much influence do the coverdisks have on your decision to buy The One?

- [ ] Lots
- [ ] Some
- [ ] None

29. What is your opinion on the composition of demos and Public Domain games on The One's coverdisks?

GAME DEMOS

- [ ] Not enough
- [ ] Okay
- [ ] Too much

PUBLIC DOMAIN GAMES

- [ ] Not enough
- [ ] Okay
- [ ] Too much

30. Is there anything else you'd like to see on the disks?

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31. Please rate the contents of this issue of The One (1=rubbish; 10=excellent)

- [ ] Cover
- [ ] Boot Sector
- [ ] News
- [ ] Letters
- [ ] ECTS report
- [ ] Work In Progresses
- [ ] Reviews
- [ ] Updates
- [ ] Replays
- [ ] Kill Zone
- [ ] Diary of a Game
- [ ] PD Zone
- [ ] Recommended

32. If there's any aspect of the magazine that you particularly dislike then please explain what it is and how you'd like to see it improved.

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33. What do you think about the semi-technical features that The One has presented (like the CD32 features, the report on the A1200, that kind of thing)?
Excellent
Good
Okay
Poor
Rubbish

34. What do you think about the way the magazine is split up?

NEWS

- [ ] Not enough
- [ ] Okay
- [ ] Too much

REVIEWS

- [ ] Not enough
- [ ] Okay
- [ ] Too much

KILL ZONE

- [ ] Not enough
- [ ] Okay
- [ ] Too much

REPLAYS

- [ ] Not enough
- [ ] Okay
- [ ] Too much

PD ZONE

- [ ] Not enough
- [ ] Okay
- [ ] Too much

COMPETITIONS

- [ ] Not enough
- [ ] Okay
- [ ] Too much

35. Are there any aspects of the Amiga games scene that you feel The One doesn't cover but should?

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36. Are there any free gifts that you would like The One to give away on its cover?

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37. As mentioned earlier, we may be looking for people to take part in an occasional Readers' Panel (where a group of people will be invited to The One's offices to chat about the magazine) or games challenge (I think you know what that means). Are you interested in one or both of these? If so, tick the 'Yes' box for the Readers' Panel or list a game which you are particularly good at if you want to take part in a games challenge. Or do both, if you like.

- [ ] Yes
- [ ] No
- [ ] I'm really good at.....................

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38. Here we go then. Are there any ways that you think The One could be improved? (Write your comments on a separate piece of paper if you need to.)

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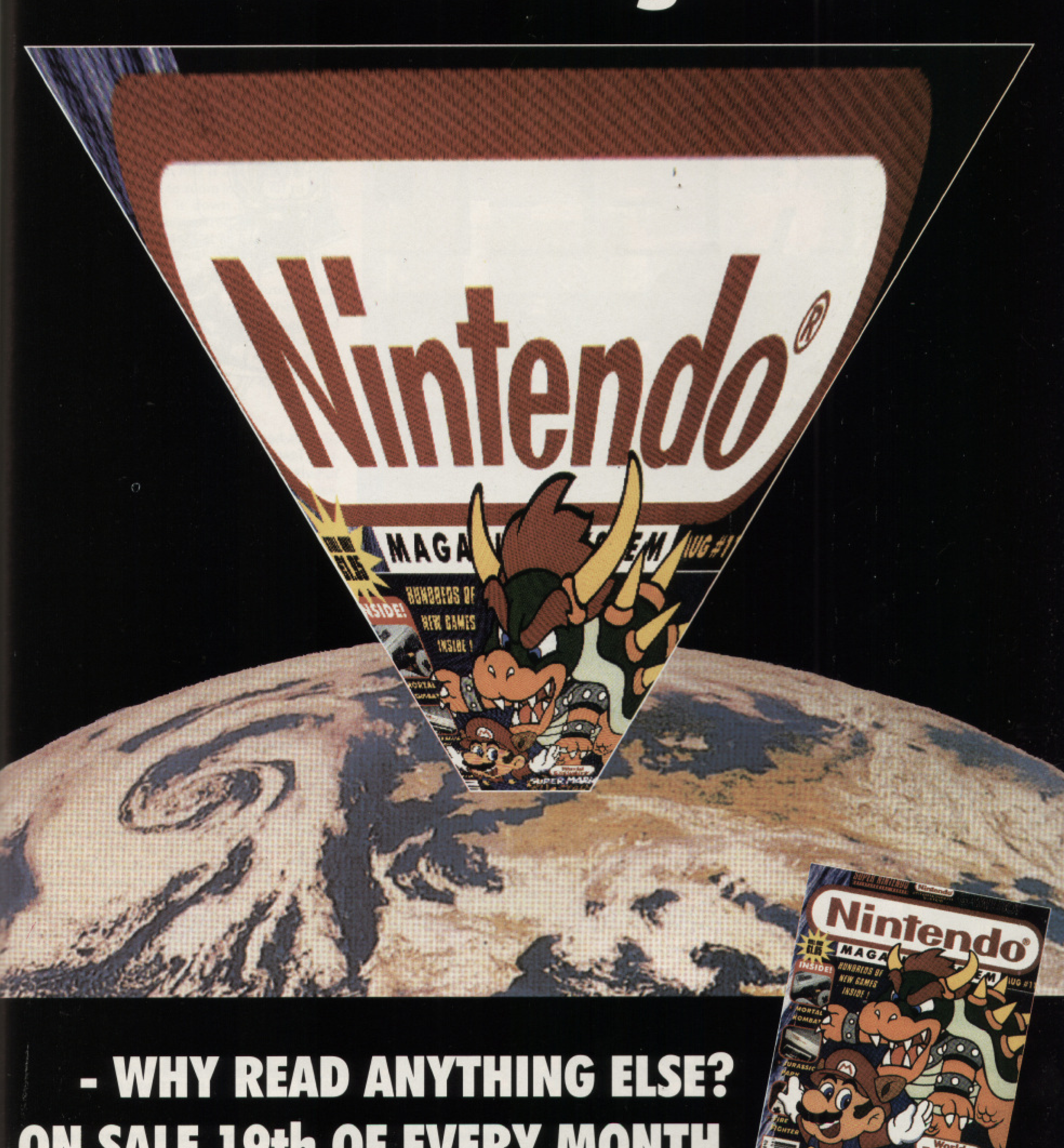
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Cheers-ears for your time! Now pop this in an envelope and send it to: Reader Survey, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

READER SURVEY

Britains biggest selling Nintendo magazine!

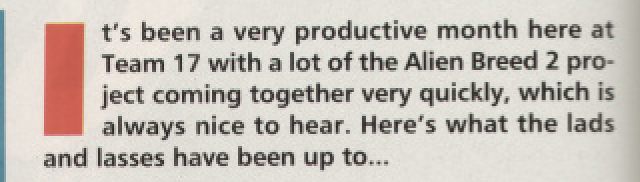


- WHY READ ANYTHING ELSE?

ON SALE 19th OF EVERY MONTH



Martyn's ill in bed, Andreas has nearly finished all his work, Rico has been fiddling with a ray-tracing package and Allister is miffed because he didn't get his mug in last month's diary instalment. Yes, it's all par for the course in the crazy lives of the Alien Breed 2 team. You just never know exactly what they'll get up to next...



It's been a very productive month here at Team 17 with a lot of the Alien Breed 2 project coming together very quickly, which is always nice to hear. Here's what the lads and lasses have been up to...

ANDREAS TADIC (Programming)

After finally forgiving Martyn for letting The One boys get hold hold of that awful old photo of himself from about 1904, Andreas has started pulling together all the different aspects of Alien Breed 2 and the game is now approaching the final stages of development. He's also spent a lot of his time this month polishing all his routines to perfection.

The aliens now move a lot faster, are far more intelligent and are totally bug-free. In the process of programming he's totally rewritten the code from scratch, meaning that there isn't any of the old code from the first Alien Breed left in the game at all. [Suffice to say, Andreas is pretty proud of this.]

On top of that, a whole load of new aliens have also been programmed in, including irritable transparent blobs, shooting spaceturtles [don't ask] and some other very mean b*****ds. [At least that's what Andreas calls them - he's is getting very heavily involved with the game now so we have to spend a lot of time trying to calm him down.]

Andreas doesn't want me to give too much away about the different aliens so that, in his own words, "you'll have to buy the game to see what they are all like... he-he-he!" [That's Andreas trying for a job in sales.] What is well worth mentioning is that the aliens will differ more from each other than the ones in the first Alien Breed.

As well as getting the aliens up and stalking, Andreas has been trying to goad the INTEX computer system into



life. This will look much better than the first Alien Breed's, as we're using tons of stunning colours, some new copper effects and putting in loads of graphics. Instead of the text used before, we're using an icon control system which will make the menus much easier and faster to handle. This will also give the player an impression of perfection and generate a greater atmosphere. (Andreas is deeply concerned to get the atmosphere and the quality of the game just right - as are we all.)

One other thing Andreas has been furiously working on is the handmap. If you remember the handmap from Alien Breed you'll recall it was a bit limited. The one in AB2 is a lot more sophisticated, allowing you to zoom in and out to three magnifications. This is down to the fact it's drawn using real-time resized graphics rather than just blocks as before. It all gives the player much better control and - that word again - atmosphere.

Over the next few days the computer system should be finished, and after that all there's left to do (apart from a bit of tweaking here and there) is the putting in of the loading pictures, the menu graphics and effects. Almost there now!



RICO HOLMES (Graphics)

This has been one of the most productive months for Rico, so much so that he's even managed to write his own bit of blurb about what he's been up to. Saves me a job, if nothing else. Over to you, Rico...

"I've spent most of the last few weeks building the level maps for the game. (Remember last month we told you how we'd finally got the map editor up and running?) Everything is going well as the editor is making this normally tedious job a little less painful.

"Although I've only had the editor for a relatively short period of time I've already managed to put together nine level maps - though there's no time for resting on my laurels as there's still a long way to go yet! The maps I've completed so far are the most complex ones in the game so the rest should be a little easier and faster to do.

"Also completed are all the alien graphics. In the original Alien Breed careful players may have noticed that there are really only two types of alien that differed only slightly from level to level. On AB2 I've spent a lot more time on the alien design and have finally arrived at nine different alien types ranging from squat, hard-shelled lobster-things to robots left by the colonists which can fire an assortment of weapons!

"As a side note I have to mention that Andreas has nearly completed the weapons for the game and BOY are they looking nice. [Rico is mega-impressed as you can tell from this over-the-top endorsement.] I've spent a while doing the graphics and with the new build-up system things are really smoking. You gonna love 'em!



"I've spent a while ray-tracing turrets. These turrets look just like normal floor panels - until you walk over them. Then the panels suddenly split (sort of) and the central circular portion flips over to reveal a turret which tracks you and fires at you. They took some time to get exactly right (you can't just stick ray-traced images from Imagine2 or Real3D directly into the game - they have to be cropped, recoloured and centred first) but the end results usually turn out a damn sight better than if you attempted to draw them by hand.

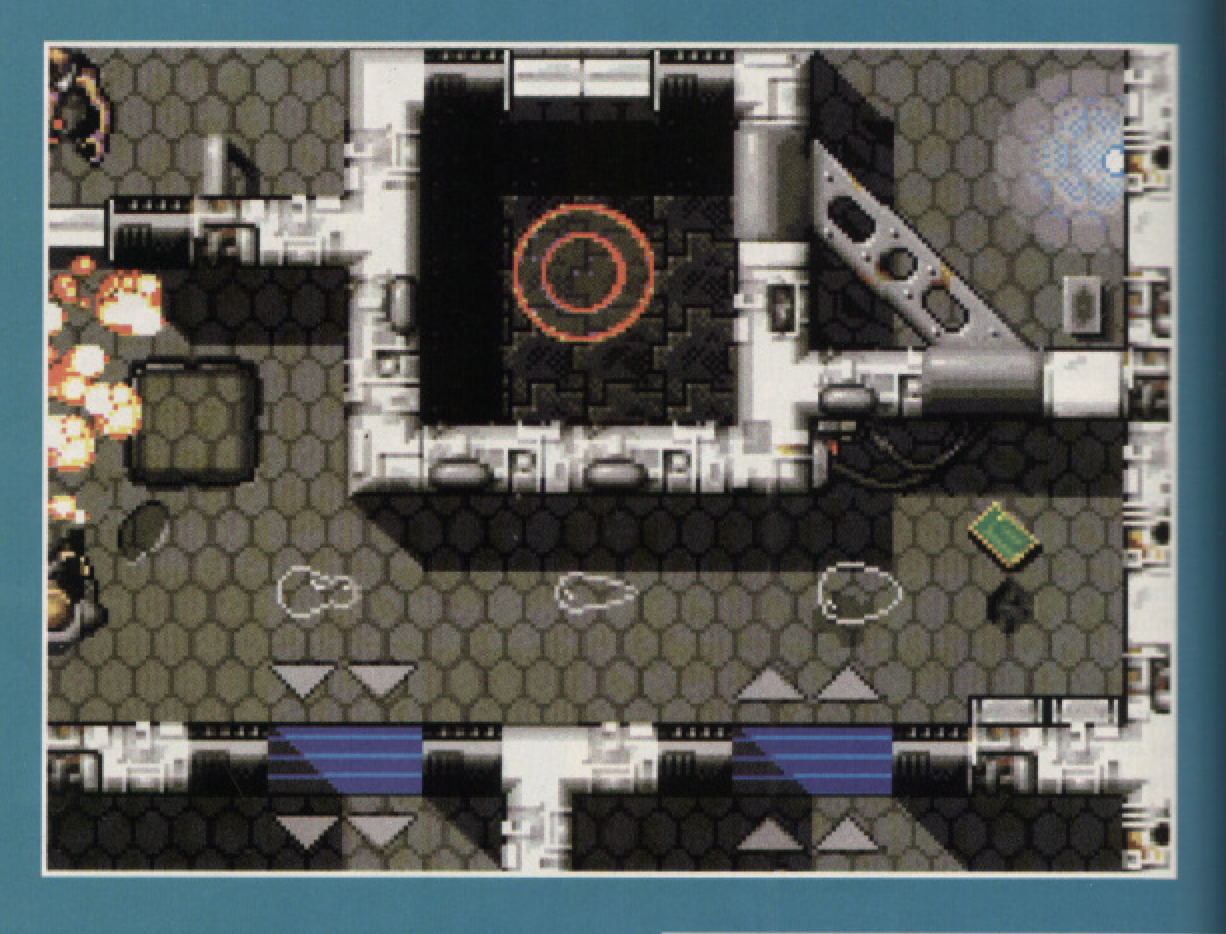
"Also completed are the leisure centre level map and graphics. This is to be the 'find and rescue the scientist' level. Also finished (finally!) is the first level - this is the outdoor scene where the player must locate the entrance to the civilian building. I was quite concerned about getting the right graphic feel for AB2 after having looked back at the first Breed, which I now think looks quite weak graphically and too rushed. Breed 2 now has an opening level with graphics different to any other level in the game.

"Last but not least I've drawn some character pictures. As mentioned in earlier instalments of the diary we now have two additional player characters in the game, an alien (but

friendly, all the same) and a war robot. We have the option in the menu of viewing all the characters individually, which gives you a full-screen picture of each along with their statistics (so you can see who's the strongest, whose backpack carries the most, who starts the game with the best weaponry, etc). All these graphics are drawn in super hi-res 24-bit (in case we do a possible CD version of the game) and then processed down to the best resolution on the A500.

"I'd like to do similar graphics for each alien in the game. These would appear in the form of holographic information displays accessed from the INTEX computer system. I think if the graphics of the aliens were incorporated into the game it would give the player much more of a feel for them and how they lok, as it's sometimes a little difficult to picture them when you're only looking at a small sprite from above... [Rico is buzzing with ideas.]

"Anyway, enough of that - back to the real world. Work work work..."

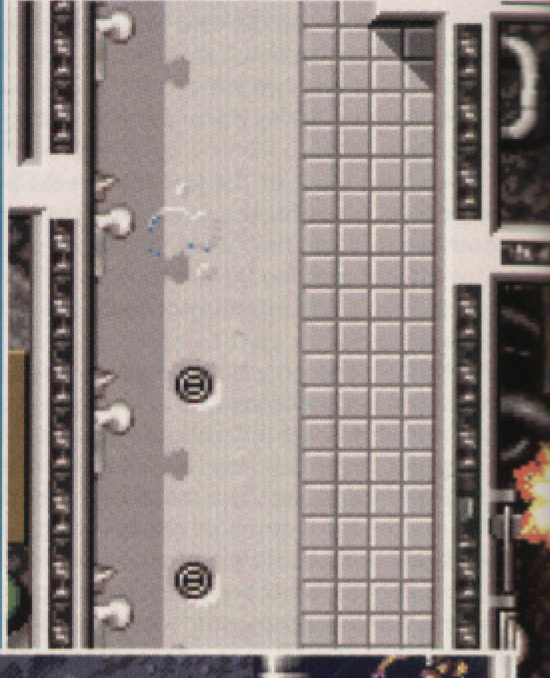


ALLISTER BRIMBLE (Sound)

It's not been a good month for Allister. He's deeply upset after seeing that Andreas got a picture of himself and his car in last month's issue. I promised that next month we'd print a picture of him with his Porsche (paid for by sales of his CD - plug, plug).

Apart from getting all upset, Allister's been working on some nice squelching sounds for when the aliens get hit. I won't mention how he got these, due to possible complaints from the 'How could you possibly use poor defenseless black kittens!' brigade (regular readers will know what I'm on about). Believe me, Breed 2 is going to sound completely sick! Anyway, who better to tell you more about what Allister's up to than the man himself...





"This month I've been working out a way of improving the speech quality obtainable on the Amiga and I think I have come up with an absolutely unbeatable solution. First I sample the speech from Lynette Reade (remember the sexy voice in Breed 1?) into my Kurzwell K2000 synthesizer/sampler. From there I can use the on-board DSP chips to add special effects such as reverb and echo! Hope you like the results when you hear them.

"The really good news for all you Breed fans is that Andreas has just told me I can have an extra 200K for sound on the A1200 giving me twice as much memory for sonics as I had in the original Breed. This means I can record all my sounds at a much higher sample rate and also include reverb to add atmosphere.

"I've also been working on my sound/music routine to make life easier for Andreas when he comes to include my speech, music and effects into the game. Andreas usually has to muck about joining speech samples together to create whole sentences but my new routine









will do this for him. [Andreas was quite pleased about this as it'll give him more time to concentrate on the game.]

"I've also nicked a rather good heartbeat sound from [CENSORED! - We don't want any lawsuits do we?] although I don't know where it can be used as yet - perhaps on an end-of-level alien?

"The biggest problem this time around has been the music. With a title as big as Alien Breed 2 everything has to be just right so I have to come up with something new and different. Andreas wants something like Terminator 2-style music, but we'll see..."

TEAM 17 H.Q. (Marketing, packaging, all the other bits)

This month we finally got the artwork for the box and posters - and it's fantastic! It's based on the alien from the packaging of the first Breed, except this time he's grown up and looks a LOT meaner. Unfortunately this artwork is currently at our printers getting ready to go on the boxes so we can't show it to you at the moment - sorry!

August has been pretty crazy here at the HQ what with releasing Body Blows on the PC and also F17 Challenge which is currently No. 1 in the UK budget chart, followed by Project-X at No. 2 and, after almost ten months, Alien Breed '92 still at No. 3. We have also been getting Overdrive ready for release. I'll be glad when this game is released as a our hotline is non-stop with calls about it (hope you enjoyed the demo on last month's coverdisk, by the way).

In addition we're getting our next budget release Qwak! ready This is going to be one of Team 17's biggest surprises of the year - get ready for loads of sleepless nights! We've also decided to put all our budget titles onto the CD32 at a very low price - watch out for these around mid-to-late October.

Now the plugs are out of the way, back to AB2. On the marketing side you should by now have seen the teaser ads which are running all over the Christmas period. We are also starting to production of some demo disks for retailers to run in their shops. Competitions are also being set up with the press so get ready to win lots of Team 17 goodies.

AND NOW... THE DIARY

Or not, as the case may be. Sadly the mighty voice of Team 17, Martyn Brown, has been silenced by a mystery bug all this month which laid him up in bed and meant that he wasn't able to write the day-by-day diary. We suspect that it could be the delayed effect of his ECTS beer binges but we may be wrong. Either way, hope you're feeling better soon, Martyn.

So, in Martyn's absence, special thanks this month go to Debbie and the rest of the gang at Team 17, without whom you wouldn't have had any text to read or nice pictures to look at.

Normal service will be resumed as soon as possible.

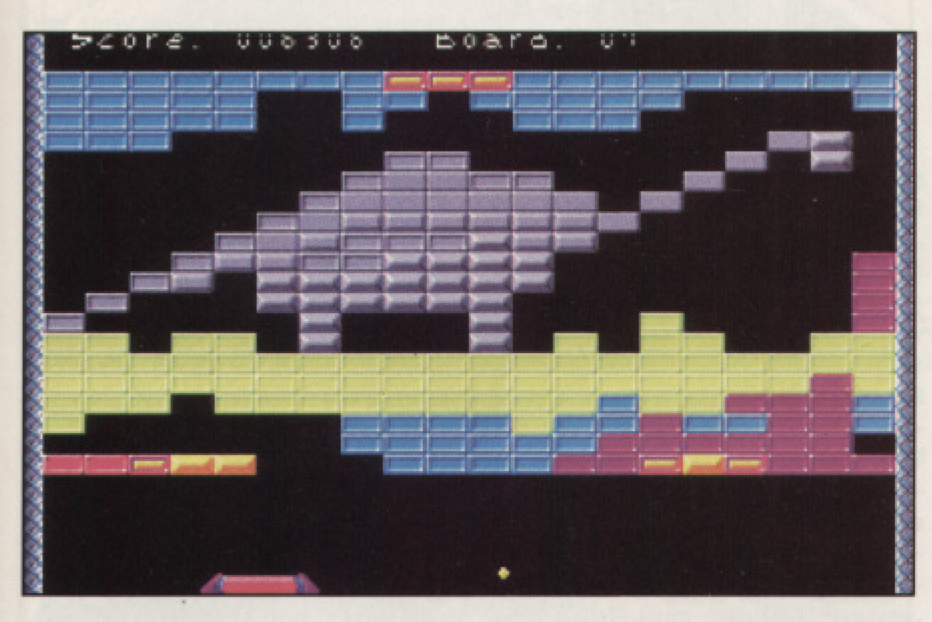


(Above) The black-and-white images you see scattered about are some of the rough box-art ideas Team 17 have had. Just thought you'd like to know...



Peter Duncan, Private Detective and Positively Dangly are just three of the things that PD could stand for if it wanted to. Chances are that you've noticed it's page 123 and that can mean only one thing - PD most definitely stands for... PD. Matt Broughton bends over backwards to please you.





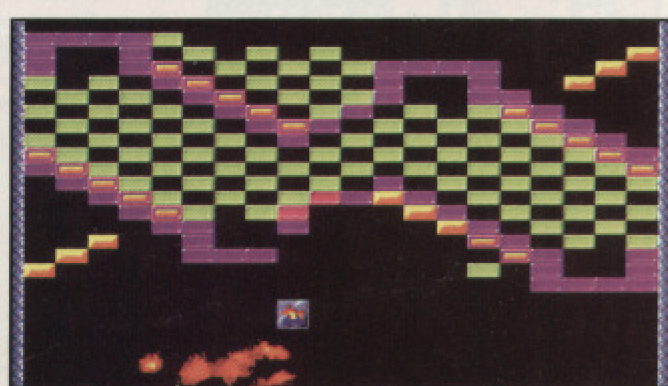
MEGABALL

Fortiss PD,

Assassins disk 89.

We've seen a fair old number of these Arkanoid clones in the past (I'm sure I even got a dodgy version when I bought my Amiga) but people seem to keep churning them out, desperately trying to make them exciting by adding more and more ludicrous pick-up icons that make you cups of tea or play 'Speed Bonny Boat' on the spoons or something. Anyway, suffice to say that this PD offering quite surprised me with its splendid gameplay and clever use of icon ideas. (Yes, to the point where you had to play it all afternoon - Ed.)

Megaball itself is nothing new - you move your paddle left and right in an attempt to keep the ball in play long enough destroy all of the multi-coloured blocks on the screen. Some take more that one hit to be destroyed and some are indestructible while others release icons when hit. It's these icons that make the game that bit more enjoyable than the also-ran clones that have appeared in the past.

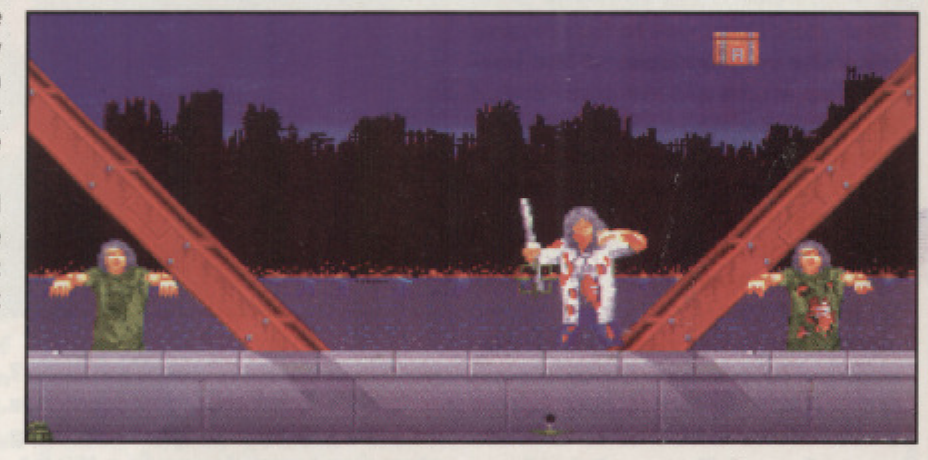


Some of the icons affect the ball in a way that makes it difficult to carry on playing in a normal fashion, i.e. giving the ball gravity, thus making it act like a bouncing ball, or making the ball magnetic - great, apart from the fact that you repel the ball, making it swerve off just as you are about to hit it. There's also a Space Invaders inspired icon that makes the screen drop towards you one block every time you hit the ball, as well as a less subtle icon that just blows you up!

It's not all bad news, though, and you do have a decent number of icons that help. You can slow the ball down, catch the ball, grow lasers on your paddle as well as expand or reduce your paddle's size. There are also icons that move you promptly onto the next level, grant you an extra life, make your ball indestructible or remove the indestructible blocks.

The graphics are quite nice and move at at good speed while the sounds are good with decent music spots here and there. An excellent time waster indeed!

OVERALL 81%



ZOMBIE MASSACRE

Telescan Computer Services.

Strategy, logic, planning and inner sight are just four of the things that you won't need to play Zombie Massacre. If I gave you a gun and said "Go out into the streets and kill anything vaguely human" it wouldn't really stretch you to the limits of your intelligence would it? In the long run this is good news because it means that you should be able to get to grips with this PD gem straight away.

This is nothing more than Operation Wolf crossed with a fairground duck-shooting range but it's done very well. Instead of trained soldiers and killer snipers attacking you, you have to deal with the undead (and I'm not talking about the CU Amiga editorial team). A number of different looking zombies pop up at various locations and gurgle at you. Not particularly worrying I know, but leave them long enough and you could find them lobbing grenades at you which, as you might imagine, does nothing for your health - shown as a bar at the top right of the screen.

Some of the zombies walk across the screen at different speeds and must be taken down before they reach the other side to avoid more energy sapping problems. Generally, zombies only take about two or three direct hits to be killed (considering that they've managed to sidestep the laws of nature, you think the last thing they'd be worried about would be a bullet or two!) but as the levels progress the zombies get harder to kill and appear with greater frequency, not to mention more vicious.

You have a limited amount of ammo and an even more limited number of grenades which work as 'smart bombs', emptying the screen of all zombies, but both can be replenished by shooting at the boxes that drift down from the top of the screen in classic Op. Wolf style.

There are a number of graphic backgrounds and some decent sound effects (undead moans and all that business) that make this an absolutely mindless, but fun, kill-'em-up.

OVERALL 81%

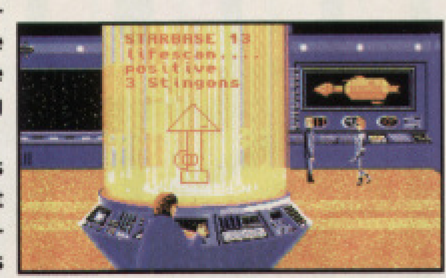
STARBASE 13

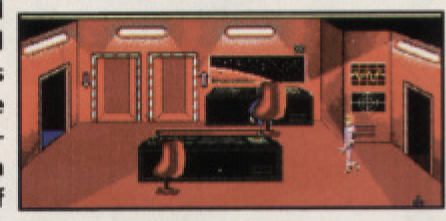
17 Bit Software,

disks 2658A&B.

Hey hey hey! This is a very interesting appearance on the PD Zone that attempts something we don't often see from such humble games - it's a Lucasarts-style point-'n'-click graphic adventure!

Something's not as it should be - and that's putting it mildly. Starbase 13 seems to have a problem and I think you can guess who's about to get shuttled off to see what's up - that's right, you. Landing on the starbase you're objective is a simple one - find out what the Hell is going on and then sort it out.



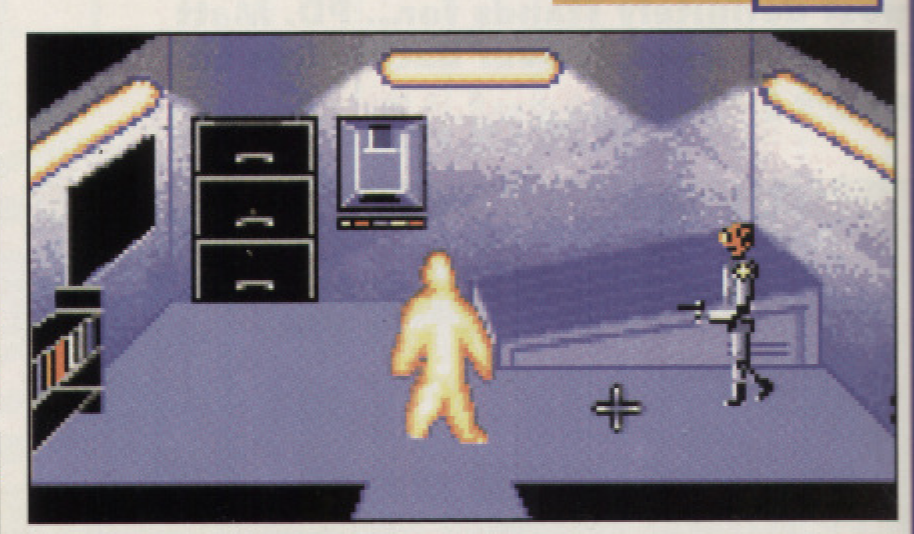


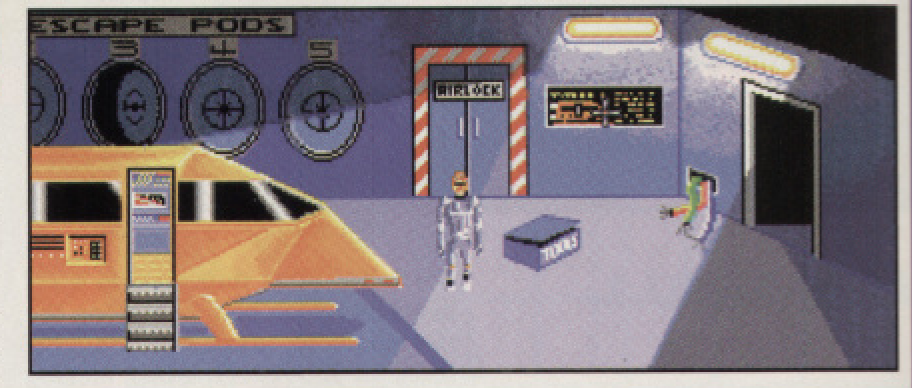
This is an admirably ambitious two disk's-worth of PD. The point and click interface isn't quite as polished as the commercial releases that we've become used to and there's a bit more fiddling around than usual but, all the same, this is PD and not bad at the price. The sound is a bit wibbly and the graphics move fairly slowly - but, then again, have you played Fate of Atlantis on an A500?

The typical features of a graphic adventure are all here, requiring you to collect and use objects of varying relevance in an attempt to repair broken machinery and operating systems aboard the starbase with the ultimate goal of getting things back under control. There's a good number of locations to roam through and overall there are no major faults.

The only problem that needs to be brought to your attention is the time given to respond to hostile characters - i.e. not enough. Because the interface is a bit cranky, the time it takes to see that you're in trouble, move the cursor down to the 'Shoot' icon, move it over to the gun icon, and then over to the dangerous person is so slow that you'll often find that the other bloke has shot your brains out and you're back to the start before you can complete the manouevre. That criticism aside, this is a brave little PD gent that is well worth a tickle.

OVERALL 71%





TOP SECRET

Magnetic Fields,

disk GA087.

Yes, it's that time again when the PD Zone goes all cutesy and platformy. Hey, I personally love new and original games but why bother when there are so many platform variations yet to be scraped from the very bottom of the barrel. You might get the impression that it's late in the afternoon and I'm sick of jumping around platforms (and you'd be right) but fortunately Top Secret is actually quite well done and therefore won't be subjected to the vicious tongue of MB.

The plot's not really that relevant (or interesting for that matter) but suffice to say that you're a cute bloke who has to retrieve a number of floppy disks from various platforms located around the screen. The obligatory cute/nasty creatures are there to stop you and all it takes is one touch to lose a life and drop off the screen crying. The platforms are connected by a series of ladders and, though your character can drop onto lower platforms and ladders from above, he can't actually jump - interesting twist to the standard platform format, don't ya think?

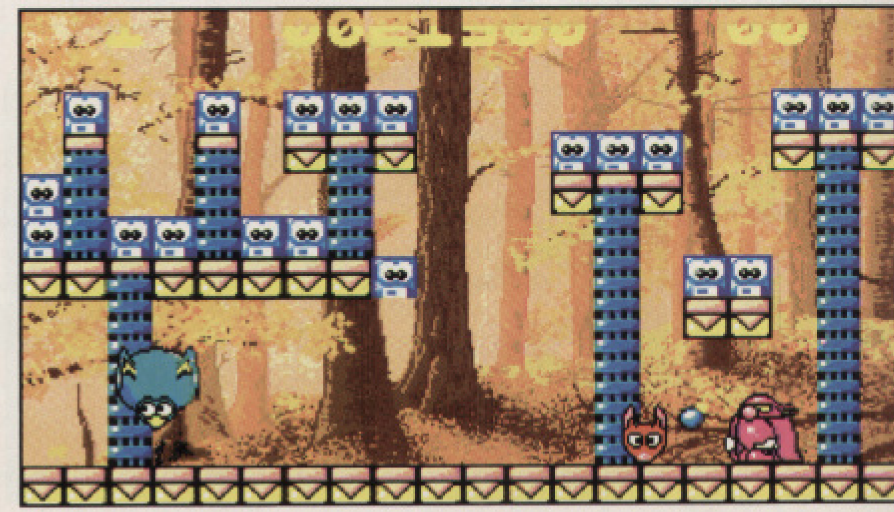


You're not entirely defenseless and can throw bombs at anything storming towards you in a threatening fashion. When hit, nasties (squirrels, birds, etc) turn into less-threatening static versions of their former selves and can be collected for points. If you leave them for too long, though, they will revert to their dangerous forms and continue after you. The amount of time before their transformation depends upon what the creature is and what level you are on.

There's an overall time limit for each level which is made apparent by a killer elephant that appears and steams towards you in a very frightening way - aiyeee! On top of that, there are pick-ups along the way that do such helpful things as slow baddies down, jump a level, give an extra life and all the other things pick-ups generally do.

Top Secret may sound a bit old hat, but if you enjoy a good old-fashioned platform romp with cutesy animals then grab your joystick and boogie.

OVERALL 80%



INSECTOIDS 2

17 Bit Software,
Assassin disk 114.

Nostalgia time again! Turn on the Adam and The Ants singles collection, wear white socks with black shoes, call people with flared jeans 'girls' and drink cans of Panda shandy 'cause you're so bloody hard.

Games like this take me back to my early teens when, for six weeks a year, the fish and chip shop at Upminster Bridge was the centre of the universe for a gaggle of children - myself included, obviously. The reason for this wasn't the chips (lovely though they were) but because the owner used to get in trendy arcade machines such as Gorf, Phoenix and Galaga for us to pump our summer holiday money into. So as you might imagine, it was with a glint in my wrinkled eye and a lump in my 22-year-old throat that I looked upon this excellent PD crossbreed.

Insectoids 2 is more closely related to Galaga than anything else, each level starting with aliens sweeping across the screen for a couple of seconds before falling into rank at the top. This goes on until all the aliens are out, and then it all gets a bit Galaxian-ish as they sweep down, dropping bombs and trying to collide with you. As the levels progress, they get faster, more nasty and also get a bit more liberal the bombs.

Your ship is fairly weak initially, with only one bullet on-screen at any time and slow movement, but this can all be changed thanks to the UFOs that occasionally trundle across the top of the screen and can be shot for power-up icons. The falling icons can be shot at to cycle through the available treats which may reward you with extra lives, double fire, faster fire, faster ship, etc.

The only other things to be mentioned are the bonus rounds that appear every few levels with set patterns of flying aliens that must be wiped off the screen (it really helps if you're souped-up at this point). After each round, you are given a rating depending on how many got away and given a point reward before you're off to the next level.

It's all beautifully simple and bungs along at an excellent pace. What more can I say except go and buy the thing now.



OVERALL 89%



SUPER PONG

17 Bit Software,
disk 2708.

I'm getting a bit tired of saying the word 'nostalgia' so I'll just refer to this as 'old and tired'. Pong has got to be one of the first things I ever saw that could be referred to as 'home computer gaming entertainment'. Many happy hours were spent staring at our telly as the Grandstand console performed Pong, football and various other games for our entertainment. They all amounted to little more than white dots gliding around a black screen but - hey! - this was a long time ago.

As is always the way with PD, someone has picked up Pong, taken it home, wined it and dined it, and persuaded it to take off its clothes and have a jolly good rub down. The result is here, for your eyes only - Super Pong.

So what can we expect from this rejuvenated pensioner? Well, the new improved model comes complete with icons and guns. No, I'm not kidding, you actually get to shoot each other now (it is the 90s, I suppose). While you're moving around in the generally accepted Pong way, you can blast at your opponent, human or computer, and if you manage to hit them they'll freeze for a number of seconds giving you the chance to slip the ball past their helpless paddle. You can only have one shot on the go at any time so you can't fire off all over the place.

Icons appear in the space between the two of you and, if shot, will do a number of Arkanoid-ish things, ranging from extending the length of your paddle to reducing your opponent's length (chortle). Other more imaginative icons turn the ball into a bomb destroying the next person to touch it or give the player three paddles instead of one.

I'm sure that you can picture the scene, so look at the screenshots and decide for yourself - it's quite good fun for a two-player bash.

OVERALL 69%

ASSASSINS - AND LOTS OF 'EM!

Yes, I've run out of things to say about new Assassin disks, so once again here they are thanks to our good mates out in PD land.

ASSASSINS DISK 89

MEGABALL: Excellent Arkanoid varient. See main review.
X-FIRE: A bit limited but okayish shoot-in-a-maze game.
CLUEDO: Well, it's er... sort of... well... er, Cluedo really!
OVERALL: 76%

ASSASSINS DISK 111

KARATE WORM: Average platformy offering.
STAX: Tetris varient. Nothing special at all really
BILLY DRAGON: Dreadful SEUCK game with dreadful everything really.
OVERALL: 40%

ASSASSIN DISK 112

THUNDERTRON: Damn fast light-bikes game; one or two players on speed.
ALIENS: AMOS writen Space Invaders. Poor and dated.
TRON: Lightbikes with six opponants and trails that dissapear after a while. Okay variant.
STEP TWO: Simple puzzler. Not much fun really though.
OVERALL: 50%

ASSASSIN DISK 113

POPEYE: Platform japes with that silly sailor chap. A spot-on conversion of the old coin-op.
WHITE RABBIT: Excellent puzzler. (Reviewed last issue - 82%)
TREK TRIVIA: Interesting if you're completely nuts on Star Trek. Probably.
OVERALL: 61% (White Rabbits is the only worthwhile thing here.)

ASSASSIN DISK 114

INTERNATIONAL CRICKET: Brave effort at a hard game. Not too bad, all things considered.
INSECTOIDS 2: Brilliant! See main review.
YUM YUM: Very, very poor Pacman crap.
OVERALL: 78% (Mainly due to Insectoids 2)

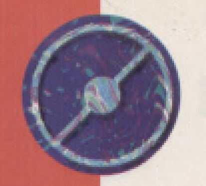
ASSASSIN DISK 115

STAR TREK: Dreadful SEUCK game. (I once wasted £1 on this crap!)
EGYPTIAN RUN: 3D-ish driving game-ish thing. A bit ish-ish.
SLIMELINE: More light-bikes anyone?
SHARK: You're a shark and you eat fish. Whoah, now I'm excited.
OVERALL: 38%

I WANT TONS OF PD PLEASE!

You're probably already saving up your pennies after reading that little lot, so here's where to send your money to once you've got the readies.

- 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH. Telephone: (0924) 366982.
- Magnetic Fields, P.O. Box 118, Preston, Lancashire PR2 2AW.
- Fortiss PD, P.O. Box 2, Earl Shilton, Leicester LE9 8LU. Telephone: (0455) 850980.
- Telescan Computer Services, Handsworth Road, Blackpool. Telephone: (0253) 22296. Telephone: (0455) 850980.



RECOMMENDED

Although we like to think that we're a bit hard here at The One we have to admit to getting a touch scared when October rolls around. The reason? Halloween, of course, when all the ghosts and ghouls roam the land looking for young boys and girls to frighten. That's why, come the dreaded night, you'll find us locked away in our homes with all the lights on, desperately trying to take our minds off the horrors outside by playing a top bit o' software. If you're wise you'll be doing the same, and why not use our handy Recommended section to find the game that'll see you through the night?

The Aquatic Games

84%

Publisher	Millennium
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

Although this type of 'waggle your sticks' sport game went out with Noah, The Aquatic Games injects new life into the old dog by introducing a number of unusual events. Packed full of cartoony visuals and aided by a bouncy soundtrack, the AG's should entertain most owners with a sense of humour.



Arabian Nights

90%

Publisher	Krisalis
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

Yes, Arabian Nights is yet another platform game, but don't yawn and turn over the page because this one is really something rather special. It's fast, looks good, sounds terrific and plays superbly, but on top of that it's got some excellent 'arcade adventure' aspects to add a touch of depth. Smart stuff all round.



Archer Maclean's Pool

90%

Publisher	Virgin Games
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

When Jimmy White's Snooker was released, the public lapped it up in droves. Archer has used the same game engine to produce a game which is arguably better than Snooker due to the fact that Pool is a more accessible and easier to play sport. If you missed out on JWWS then you'd better pot this 'un.



Assassin

92%

Publisher	Team 17
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

Assassin is a Strider-based arcade shoot-'em-up which blows the rest of the rest of the feeble attempts clean out of the water. With perfect control, five massive levels, gorgeous graphics, inspiring sonics... Need we go on? Assassin should be in everybody's software collection, now!





Battle Isle '93

89%

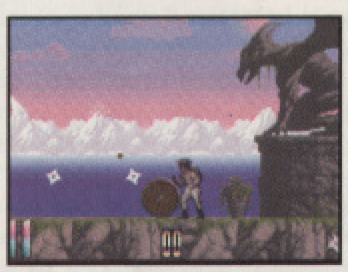


Publisher	Blue Byte
Issue Reviewed	August 1993
Memory	1Mb
Price	£29.99

If you liked Battle Isle then you'll love this. It's basically more the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and space fighters against the enmy hordes. For those of us who thought we'd never enjoy a strategy game it's a godsend.

Beast 3

90%



Publisher	Psygnosis
Issue Reviewed	September 1992
Memory	1Mb
Price	£29.99

Whilst the first two Beast games were lovely to look at but crappy to play, Beast 3 show exactly how it should have been done. It's still dreamy to watch but underneath the visuals there's a right stonker of a game. The cleverly designed puzzles and frantic non-stop action should keep most entertained for weeks.

Body Blows

92%

Publisher	Team 17
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

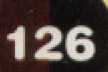
You've read the hype and we've had the phone calls but now, at last, Body Blows is here. And - yes! - it is better than Street Fighter 2. The graphics and sound are as excellent as you've come to expect from Team 17, and the fumpin' gameplay is fast and furious. Every Amiga gamer, beat-'em-up fan or not, will love this.

The Chaos Engine

85%

Publisher	Renegade
Issue Reviewed	February 1993
Memory	1Mb
Price	£25.99

It's been an age in the making but the wait has just about been worth it. TCE is basically Gauntlet with knobs on - but what knobs! Computer-controlled, artificially-intelligent second player, music that changes with the action, RPG-like character development, the list goes on. Great fun, all in all.

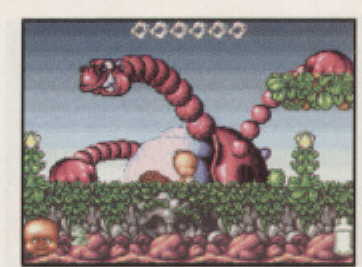


Chuck Rock 2

86%

Publisher	Core Design
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

CR2 stars baby Chuck Jnr in a perilous trek across loads of gorgeously-detailed and heavily-parallaxed scrolly levels in an attempt to rescue his dad, the famed Chuck Rock. Although familiar platform stuff, the huge, imaginatively-drawn baddies and tongue-in-cheek humour makes this a winner.

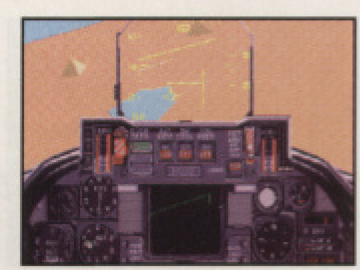


Combat Air Patrol

89%

Publisher	Psygnosis
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

In the same month we review Desert Strike along comes the similarly Gulf War-inspired Combat Air Patrol. It's a flight sim with its eye firmly on playability rather than rigorous technical accuracy, so while it may not impress the sim hard-liners the rest of us will have a whale of a time. The 3D, by the way, is great.

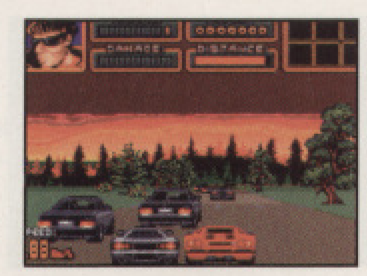


Crazy Cars 3

90%

Publisher	Titus
Issue Reviewed	August 1992
Memory	512K
Price	£25.99

Another series of games where the third proved to be the best of the bunch. Forget the previous two, or most other sprite-based racers - this game is one of the contenders for the racing trophy. It scrolls, plays and moves so well that you'd be a fool to let this one overtake you.

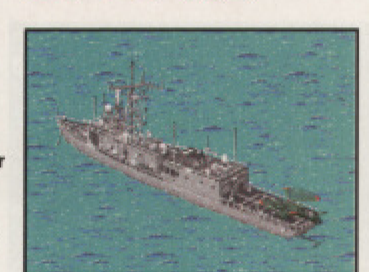


Desert Strike

93%

Publisher	Electronic Arts
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

Definitely EA's best Megadrive-to-Amiga conversion yet, DS has you flying a state-of-the-art attack chopper around hostile desert territory. It's a thinking man's shoot-'em-up basically, with excellent graphics and sound and flawless playability. A classic, and actually better than its Megadrive inspiration.



Dune 2

90%

Publisher	Virgin Games
Issue Reviewed	July 1993
Memory	1Mb
Price	£30.99

From Westwood, the people who brought you the equally recommended Kyrandia, comes this, a very playable and beginner friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.



Fireforce

90%

Publisher	ICE
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

Yet another blast from the past, Fireforce has distinctly Green Beret origins. Who cares where it comes from when the end product is this good? Violence and more violence (with some distinctly realistic throat-slitting) make this horizontally scroller a game which you should hide from your granny.



Flashback

93%

Publisher	US Gold
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

Flashback is from the French geezers wot brought you Another World. If truth be told it's not quite as stunning as that classic but it's a close run thing. The animation of your character as he runs, jumps and fights his way, Prince of Persia like, through the alien world is superb. A platform game fan's dream.

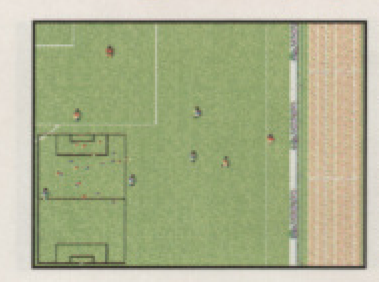


Goal!

91%

Publisher	Virgin Games
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of options that you can toggle on and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe but it's great none-the-less.



Gunship 2000

90%

Publisher	MicroProse
Issue Reviewed	July 1993
Memory	1Mb
Price	£34.99

Have we had to wait for this one! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undeniably THE helicopter sim on Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's next 'must buy'.

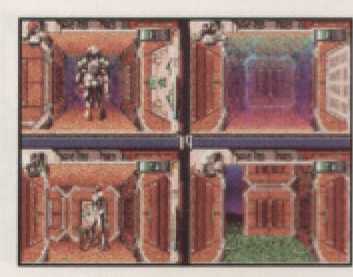


Hired Guns

91%

Publisher	Psygnosis
Issue Reviewed	September 1993
Memory	1Mb
Price	£29.99

You may not think that you like RPGs but if so then it's likely you haven't played Hired Guns - it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. It's violent in the extreme - but great fun.



Indy Jones IV (Adventure)

88%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£37.99

Many consider Indy IV to be the best graphic adventure ever and thanks to its superb graphics and sound, multiple plot paths and marvellous atmosphere they're not far wrong. However, on Amiga the enjoyment is marred slightly by extreme slowness in places and some annoying disk swapping problems.

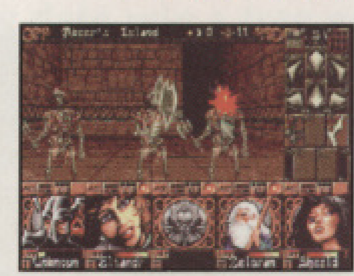


Ishar 2

86%

Publisher	Silmarils
Issue Reviewed	July 1993
Memory	1Mb
Price	£29.99

Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if you can still spend too much time wandering around lost.



RECOMMENDED

The Legend of Kyrandia

93%

Publisher	Virgin Games
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

A graphic adventure in the Monkey Island 2 model. As Brandon, your only chance of resuscitating your turned-to-stone Grandad is by defeating the mad jester Malcolm (the best villain to have appeared in an Amiga game yet). Lots of truly gorgeous graphics and an inspired player interface.

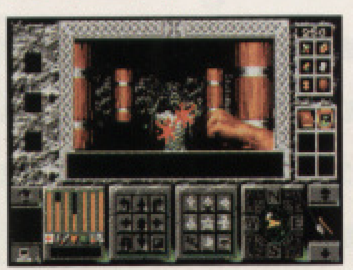


Legends of Valour

92%

Publisher	US Gold
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

LoV uses an amazing graphics engine to generate the most realistic 3D environment you ever seen! It gives you total freedom of movement in the fantasy gameworld and makes this one of the most atmospheric RPGs yet! Destined to be hailed a classic, you'd be foolish to miss it.



Lemmings 2

91%

Publisher	Pysgnosis
Issue Reviewed	March 1993
Memory	512K
Price	£25.99

Oh yes! They're back! Topping what must be THE classic game of the last few years was never going to be easy but DMA Design have done a top job. There are fifty new abilities to learn (some Lems can even fly!) and increased player interacton with the scenery. Just as much fun as the original ever was.



Lionheart

91%

Publisher	Thalion
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

German coders are on a bit of a roll at the moment, what with No Second Prize and now this, a hack-n'-slash platform romp. Boasting some of the most stunning scrolling parallax scenery you've ever seen and tight, addicitve gameplay, this is a terrific title that is an essential part of your software collection.

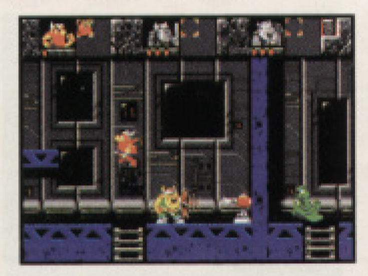


The Lost Vikings

90%

Publisher	Interplay
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

The Lost Vikings is an arcade adventure with a premise very similar to Gobiliins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!



Lotus 3

86%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

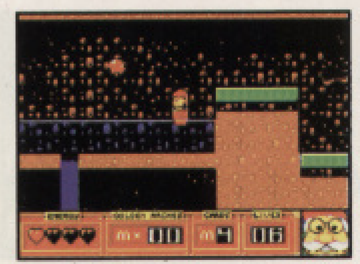
The third Lotus instalment mixes the best of the two previous offerings and ends up with a game which will satisfy all. With laps or circuits, a variety of race conditions and an unusual course designer, Gremlin have produced a real winner. You still can't wreck the Lotuses, though!



McDonaldland

90%

Publisher	Virgin Games
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99



Yet another attempt to 'do' Mario on the Amiga, this one succeeds thanks to superb playability and some interesting twists on old platforming themes. Of course it's barely got an ounce of originality but who cares when the game's this much fun? Want a great platform game? You got it!

No Second Prize

91%

Publisher	Thalion
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99



NSP is arguably the first bike game to actually make you feel like you're astride a throbbing metal monster. Where it scores most over its predecessors is the ease of control the player has over the bike - it's sheer bliss! Virtually faultless, it ranks alongside such other racing classics as Lotus and F1GP.

Premier Manager 2

90%

Publisher	Gremlin
Issue Reviewed	September 1992
Memory	1Mb
Price	£25.99

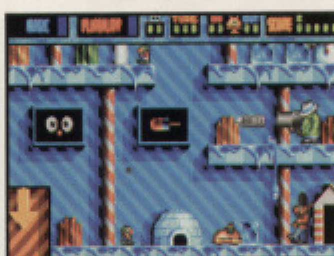


It's not every day you'll find us raving about a footy management sim, so when we do you can bet it must be pretty special - as Premier Manager 2 is. It's full of features and options yet is still marvellously easy to get into and to play. If you fancy taking your team to the top of the league here's where to come.

Putty

87%

Publisher	System 3
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99



A high-flyer in the charts - and deservedly so. Putty is one of the most original games, let alone platform games, to have appeared in a long time. As a tiny little blue blob, the player has to slip, stretch and absorb his way around umpteen gaudy levels, rescuing robots from an evil wizard's minions. Try it - you'll like it!

Sensible Soccer V1.1

93%

Publisher	Renegade
Issue Reviewed	December 1992
Memory	512K
Price	£25.99

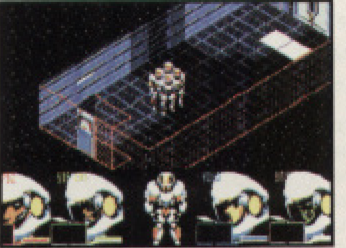


Here at The One we don't care what you OR your mates say - Sensisoccer kicks seven bells out of Kick Off 2. Instinctive control and out-and-out addictiveness make it a joy to play, and the improved goalies in this revised version have resulted in a game that's near flawless!

Shadoworlds

88%

Publisher	Krisalis
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99



From the same boys who brought you Shadowlands, Shadoworlds re-employs the Photoscape system to good effect in this Aliens-inspired RPG. The accent's more on action here than the puzzle-orientated Shadowlands and arguably suffers for it - shooting monsters in half-darkness can get annoying at times!

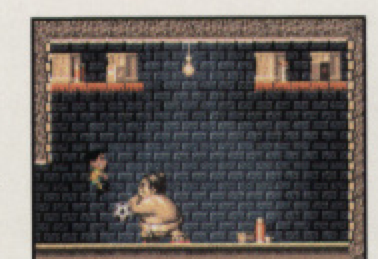


Soccer Kid

93%

Publisher	Krisalis
Issue Reviewed	September 1993
Memory	1Mb
Price	£26.99

Well, well, well. Only four months after we screamed that Superfrog was the best Amiga platform game ever along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant - gorgeous to look at, sweet on the ears and boasting some of the slickest gameplay we've seen in a long time. Buy it!



Troddlers

85%

Publisher	Storm
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

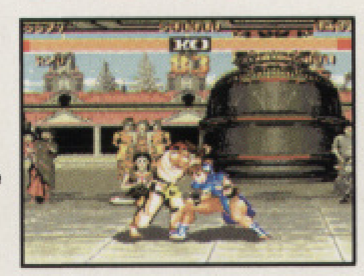
A puzzle game which is firmly Lemmings influenced, Troddlers adds to the DMA classic by introducing a number of different level objectives. If anything it owes a little more to Solomen's Key than Lemmings with its emphasis on block manipulation as a means to guiding the Troddlers to the level exit!

Street Fighter 2

89%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£27.99

Street Fighter 2 on the Amiga isn't half bad at all. It's not as smart as the SNES version, agreed, and die-hard fans of the coin-op may be disappointed by some of the graphical omissions like the lack of parallaxed backgrounds, but there's still no denying that this is one of the Amiga's better beat-'em-ups of late.



Wing Commander

87%

Publisher	Origin
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

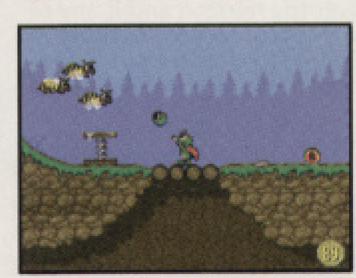
It's the PC-to-Amiga conversion no-one thought we'd ever see, but here it is and it's not half bad. It's got everything the PC version had and is thus just as impressive. Although the 3D can be sluggish at times, the superb feeling of actually taking part in a big space campaign pulls you through the occasional lulls.

Superfrog

93%

Publisher	Team 17
Issue Reviewed	April 1993
Memory	1Mb
Price	£26.99

Forget Zool - this is the real Amiga 'Sonic-beater'. Like all Team 17's games it looks and sounds marvellous, but the gameplay is what really makes the game shine. From the control through the level design to the difficulty, it's all been brilliantly thought-out. You won't have had so much sheer fun in a long time.



Worlds of Legend

89%

Publisher	Mindscape
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99



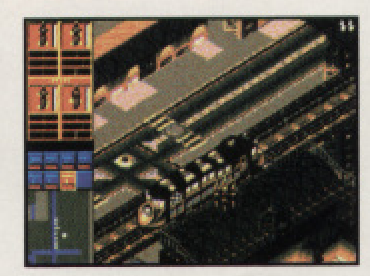
If you missed last year's Legend then you should make for it right now and get this. It's a simply superb RPG which uses a near-identical control system. It's got plenty of action and buckets of atmosphere. If you're the sort of person who normally cringes in horror at the thoughts of RPGs then this will convert you.

Syndicate

88%

Publisher	Electronic Arts
Issue Reviewed	July 1993
Memory	1Mb
Price	£26.99

Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gorey and realistic. Dead smart.



Zool

87%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99



Gremlin certainly cooked up a character to rival even Mario and Sonic in this 'tribute' to the sad consoles. Fast, furious and manic in every way, Zool is a statement to industry that the Amiga can perform as well as the plastic slabs - and better! There's nothing like Zool to impress your mates.

COMPETITION

Once again it's that point in the magazine where we like to fill a bit of dead space by offering you the chance to win one of ten top software prizes. All you have to do to enter is write the answers to the following four questions on the back of a postcard or sealed envelope and send them to: Recommended Compo 10, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by no later than October 28th. The first ten correct entries we pick out of the hat after the closing date win a free game.

(1) In the nursery rhyme, who was the simple chap on his way to a fair who met a pieman?
(2) Pop sensations Bros consisted of two identical twin brothers, Luke and... who?
(3) Name the biblical hero who defeated Goliath with a sling.
(4) What relevance do the answers to the questions above have to The One?

Next Month

With Simon Byron.

November Issue out October 28th. Miss it and you'll miss it.

They say that readers will only ever write in if you're doing something wrong. It's amazing to think that we slog our guts out dreaming up ideas for features, collating news from all around the globe and assembling what we like to think is the finest Amiga games magazine, and all we ever seem to get post-wise is people complaining about the tiniest of things.

The Next Month page has been generating considerable interest of late and my letters tray has been positively brimming with correspondence, none of which is particularly complimentary. And to prove that I'm not one to sweep criticisms under the carpet, here are a few choice offerings.

Read and enjoy.

Dear Simon,
The Next Month page is crap. Why oh why oh why do you always pretend that you know what'll be in the next issue when you are obviously making things up? I've always been told that honesty is the best policy - haven't you? I'll list a few occasions when you've well and truly messed up.
Let's begin with November 1992. You stated that the following issue (the one you referred to only as "December") would be "swamped by software", containing reviews of The Chaos Engine, Indy 4, KGB, Gunship 2000, Street Fighter 2 and Rampart, of which only the latter was correctly predicted. If you ask me it highlights a worrying degree of ineptitude.

December brought with it not snow or festivities, but more damned lies. First you declared that The Magnificent Seven would Ride Again, when in fact only six of the supposed seven turned up. Not content with that, you drafted in the by-now favourites Street Fighter 2, Desert Strike, Gunship 200 and The Chaos Engine, which were all indicated as 'definites'.

If you define 'definites' as 'just trying to fill the space and keep the readers interested' then you were undoubtedly right. Call me old fashioned but I prefer the proper meaning, the one which implies a certainty. The only game you got right was Street Fighter 2. One out of five - and that was one of your better months!

I could go on but I fear by now you're justifiably embarrassed - and rightly so. Suffice to say that your hit-rate for predicting material for the next issue is approximately 16.7%, October 1992 to September 1993, which by anyone's standards just isn't good enough. I'm fed up with reading your half-hearted lies and if you so much as get the contents of the November issue slightly wrong then you shall be hearing from my solicitor. Good day to you.

May Dupname,
Institute of Statistics,
London.

Look, mate, it just isn't my fault. We're often promised games and don't receive them but we never threaten to sue the software companies responsible. Why don't you get off your high horse and do something interesting with your life. If not, I'll see you in Courts.

Dear Simon,
May Dupname was right (Next Month, October 1993), the Next Month page is crap. I'm not so bothered by the fact that you seem unable to provide concrete facts about the next issue, but more by the unforgivable typographical errors that tend to creep in at regular intervals. If you look carefully at May's letter, you'll notice that you've left a '0' off the end of Gunship 2000 in paragraph 3. I can't believe that a statistician would get a number wrong, so the blame must surely fall at your front door. Sort it out or I'll start buying the Daily Mirror.

Billy Baywatch,
Amersham.

Sorry Billy, it's just one of those things. You have to realise, though, that I'm under immense pressure this month. Dave's on holiday and there's just Matt and myself writing the pages, which means that we may have overlooked some errors. I hope that particular beauty didn't spoil your enjoyment too much. Next.

Dear Simon,
Last month's Next Month pagereduced me to tears. Bringing up a young child is very stressful and tiring and I was extremely hurt by your wild accusations that implied I tortured you as a child. I always worked part-time to provide you with smart-looking clothes, decent toys and nutritious food and this is how you repay me. I now wish I had done some of those wicked things you graphically described.

You used to be such a lovable child. I blame that horrible London place - you've never been the same since you moved up there. You're not 'on' anything, are you? I've heard the effects of smoking coffee or whatever you kids do in your spare time can be devastating.

If you so much as print another wicked word about me then I'll put two sharpened pencils up your nostrils and hit them with a cricket bat.

Love, as always,

Your mum,
Bournemouth.

At the risk of repeating myself, I'm truly sorry. It was never my intention to portray you as an uncaring mother - last month's falsehoods were simply included for comedy effect (although I realise they weren't actually funny). Erm, in light of this, could you lend me any money?

Dear Simon,
Ha-ha! Sucker! Mug! Goddamn crazy fool!

Hi, it's only me here, wondering what you're up to. I'm actually sat in a rubber dingy on a beach somewhere in the Caribbean, with my lovely girlfriend and my even lovelier bottle of Orangina. Weather's been marvellous so far and myself and Allison have spent the past five days doing absolutely nothing apart from sunbathing and eating, which hasn't been good for my figure - I've put on another couple of tons!

How's the issue going? Not that I care, of course. If you think about it, I've done as much work this month as I always do because I'm lazy and I like to delegate.

Must go now - the sun's dipping over the horizon and if any of the natives discover me floating in the sea then they'll attempt to harpoon me and make soap out of me.

Sod off,

David Upchurch,
The Caribbean.

Moving on...

Dear Simon,
I've seen the way the readers have been ruthlessly persecuting you this issue, so for your information this is what will be happening in approximately four week's time:

Reviews of Frontier (yes, absolutely definitely, honest!), Overdrive, Legacy of Sorasil, Total Carnage, Uridium 2, Turrican3, Ambermoon, plus many, many more.

A couple of EXCLUSIVE Work In Progresses: Ruff 'n' Tumble, Renegade's stunning new arcade game, and Bullfrog's latest epic, tentatively entitled Theme Park, along with several others.

Superb coverdisks, the likes of which you'll never have seen before. Highlights may include Micro Machines, Zool 2 and Brutal Sports Deluxe.

And lots of other stuff.

Can you handle it?

Regards,

The November Issue,
Everywhere.

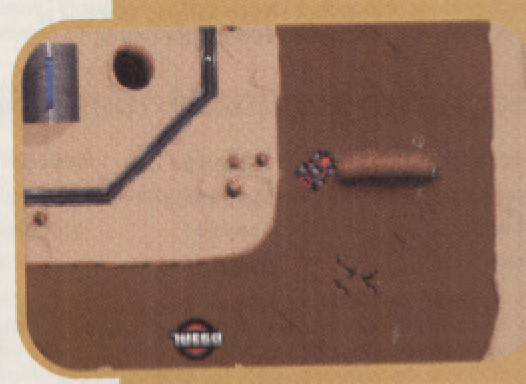
Phew, saved. The contents of the November issue have come straight from the horse's mouth and I can't be held responsible for any last minute changes. Ha!

Dear Simon,
Probably.

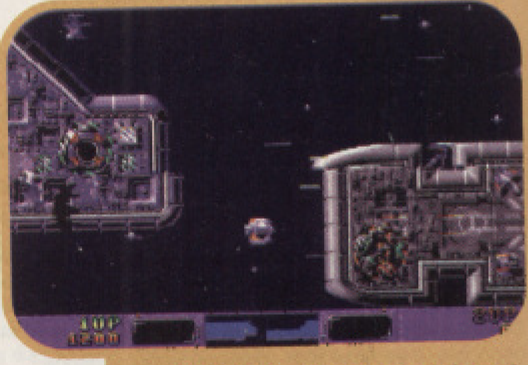
The November Issue,
Everywhere.



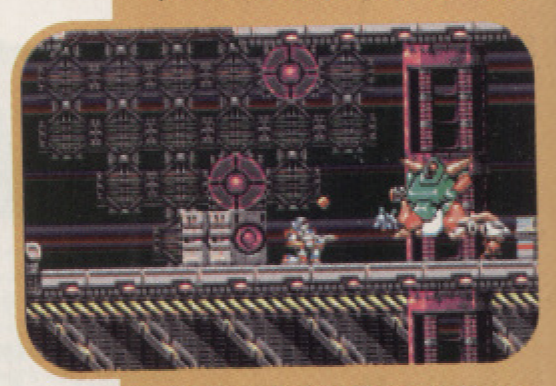
Frontier - Finally reviewed!



Overdrive - Definitive review!



Uridium 2 - Review and demo!



Turrican 3 - Surprise new entry!

